

HINT BOOK

The Official

SCOTT ADAMS' ADVENTURE
HINT BOOK



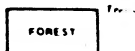
COPYRIGHT © 1983 SCOTT ADAMS, INC.

 **Adventure**[®]
INTERNATIONAL
A DIVISION OF SCOTT ADAMS, INC.

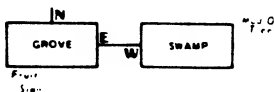
HINT BOOK

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

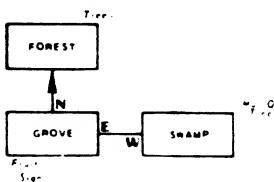
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

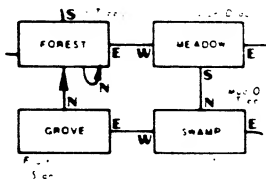


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

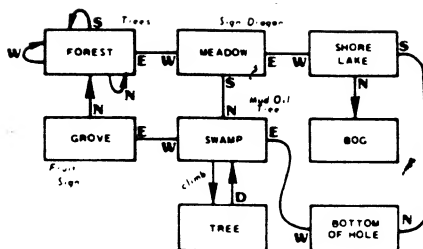


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

The best way to use this system is that, upon entering a location, you draw a line representing each possible exit and its direction. Later you connect them to rooms as you continue your exploration.



The advantage is that you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map as you stick extra locations anywhere on your paper.



Also notice that on the forest the exits N, S, W are available, but that they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "climb tree" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

I hope you will find this an easy system to use. You should find that once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! P.S. - Systems analyst may recognize this system as a modified H.I.P.O. diagram used to indicate program flow and control.

HAPPY ADVENTURING

Scott Adams

HOW TO USE ADVENTURE HINTS

First, go to the Adventure you are working on. Read the questions until you get where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue! Also remember to look back up at the top of the screen after each command as things may change in your current location!

HAPPY ADVENTURING — Scott Adams, Chief Adventurer

In event this Hint Book still doesn't solve your problem, write down exactly where you are stuck & what you have done. Send this information along with a stamped self addressed envelope to Adventure Hints, Box 3435, Longwood, FL 32750 for additional help. Do **not** call Adventure. Hints will **not** be given out over the phone.

© 1982 Adventure International

***** ADVENTURE 1 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - STUCK IN THE FOREST?
4 71 40 11 142 56 22 122
- 2 - More help for above problem.
137 148
- 3 - Solution to above problem
80 5
- 4 - CAN NOT FIND WHERE TO STORE YOUR TREASURES?
137 40 57 148 56 40 8
- 5 - More help for above problem
138 40 145
- 6 - Solution to above problem
106 46 40 57 148 150 102 40 54
- 7 - CAN NOT CATCH THE FISH?
43 44 75 133 96 103 49 40 38
- 8 - More help for above problem
22 73 71 86 31
- 9 - Solution to above problem
138 40 6 49 77 126 40 73
- 10 - CAN NOT WAKE THE DRAGON?
85 63 123 61 56 40 141 72 58 34 109
49 40 62 118 75 13
- 11 - More help for above problem.
151 71 56 40 90
- 12 - Solution to above problem
67
- 13 - IS IT TOO DARK TOO SEE?
102 35 81
- 14 - More help for above problem.
138 40 116 126 82 126 94 20 54
- 15 - Solution to above problem
135 40 78 108 116 126 82
- 16 - STUCK IN THE PIT?
75 139 3
- 17 - More help for above problem.
87 40 3 95 108 40 42 142
- 18 - Solution to above problem.
87 114 115 121 66 91
- 19 - CAN NOT GET THE OX OUT OF THE BOG?
75 139 3
- 20 - More help for above problem
26 71 98 9 126 100 52 45 138 100 129
- 21 - Solution to above problem.
87 53 121 66 145 126 9 126 89 105 59
- 22 - BRICK WALL A PROBLEM?
10 145 32 26
- 23 - More help for above problem.
147 26 125
- 24 - Solution to above problem
65 83 108 8 132 126 147 125 40 19
108 26
- 25 - NEED TO CROSS A CHASM?
26 71 50 70 55 16 80 30 26
- 26 - More help for above problem.
113 75 58 1 26
- 27 - Solution to above problem.
144
- 28 - BEAR A PROBLEM?
112 71 60
- 29 - More help for above problem.
75 104 24 22 124 28 56 40 90
- 30 - Solution to above problem
111 90 61 91
- 31 - BEAR STILL USING UP A TREASURE?
25 13 75 143 47 32 88
- 32 - More help for above problem.
152 84 117 126 101
- 33 - Solution to above problem
2 32 40 92
- 34 - BEES A PROBLEM?
85 16 110 16 56 36 48
- 35 - More help for above problem
75 139 99 20 40 8
- 36 - Solution to above problem
93 15
- 37 - MUD DRIES UP A LOT?
130 26 79
- 38 - More help for above problem.
93 77
- 39 - Solution to above problem.
93 6 49 77
- 40 - LAVA A PROBLEM?
90 71 41 30 29 134

- 41 - More help for above problem.
127 20 40 19
- 42 - Solution to above problem.
27 7 108 68 127
-
- 43 - DRAON STILL SNORING?
138 90 30 22 151
- 44 - More help for above problem.
147 125 40 140 12 21 71 23 28
- 45 - Solution to above problem.
67
-
- 46 - BEES DYING ON YOU?
138 39 97
- 47 - More help for above problem.
6 40 67 126 138 3
- 48 - Solution to above problem.
138 40 91 126 107 149 22 81 40 6
-
- 49 - MISSING SOME DIAMOND TREASURES?
40 78
- 50 - More help for above problem.
17 74 16 12 50 51 33 119
- 51 - Solution to above problem.
131 78 115
-
- 52 - MISSING A CROWN?
76 64 22 37 136
- 53 - More help for above problem.
26 71 69 40 92
- 54 - Solution to above problem.
80 18 14 146 128 92 120 61

• DICTIONARY •

1 MAKE	40 THE	79 MOIST	118 THINGS
2 YELL	41 GOOD	80 GO	119 NOW
3 MAGIC	42 RIGHT	81 HOLE	120 WAS
4 WHAT	43 WAIT	82 STEEL	121 WHILE
5 EAST	44 UNTIL	83 BLADDER	122 FOREST
6 BOTTLE	45 SO	84 YOUR	123 LATER
7 LAVA	46 DOWN	85 TRY	124 BETTER
8 SWAMP	47 MAD	86 VERY	125 UP
9 OX	48 HIVE	87 SAY	126 AND
10 THROW	49 OF	88 SOMEONE	127 BRICKS
11 MAIN	50 NOT	89 SEARCH	128 LEDGE
12 BUT	51 TOO	90 MIRROR	129 TOOL
13 DO	52 GROVE	91 RUG	130 KEEP
14 ROOM	53 BUNYON	92 BEAR	131 RUB
15 MUD	54 STUMP	93 CARRY	132 GAS
16 .	55 FAR	94 SOMETHING	133 HAVE
17 REMEMBER	56 IN	95 WORD	134 CLUES
18 THRONE	57 CYPRESS	96 GOTTEN	135 LIGHT
19 WALL	58 CAN	97 TRANSPORTATION	136 BELONG
20 FROM	59 GROUND	98 PAUL'S	137 CLIMB
21 THERE	60 HUNGRY	99 PROTECTION	138 USE
22 A	61 ON	100 HIS	139 NEED
23 ANOTHER	62 LAST	101 .	140 DRAGON
24 FIND	63 AGAIN	102 ENTER	141 ADVENTURE
25 HOW	64 DOES	103 OUT	142 OBJECT
26 IT	65 FILL	104 WILL	143 GET
27 DAM	66 HOLDING	105 ABOVE	144 JUMP
28 WAY	67 BEES	106 CHOP	145 AX
29 MANY	68 FIRE	107 OR	146 BY
30 FOR	69 NEAR	108 WITH	147 BLOW
31 HANDY	70 THAT	109 ONE	148 TREE
32 AT	71 IS	110 HELP	149 PUNCH
33 GREEDY	72 THIS	111 DROP	150 THEN
34 BE	73 NET	112 HE	151 CLUE
35 BOTTOMLESS	74 ALADIN	113 REALLY	152 LOSE
36 BEE	75 YOU	114 AWAY	
37 CROWN	76 WHERE	115 TWICE	
38 PITS	77 WATER	116 FLINT	
39 FASTER	78 LAMP	117 TEMPER	

***** ADVENTURE 2 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 - CAN NOT LEAVE THE ROOM?
42 11 37 14 | 21 - Solution to above problem.
86 28 |
| 2 - More help for above problem.
51 48 16 48 | 22 - IS IT TOO DARK TOO SEE?
7 37 103 |
| 3 - Solution to above problem
86 14 | 23 - More help for above problem.
64 37 103 |
| 4 - HAVE NOT FOUND A BOOK?
51 71 | 24 - Solution to above problem
36 103 19 32 93 26 37 40 |
| 5 - More help for above problem.
64 71 | 25 - CAN NOT OPEN THE CHEST?
6 114 113 37 76 |
| 6 - Solution to above problem
79 2 97 71 | 26 - More help for above problem
79 105 97 37 31 19 15 125 3 |
| 7 - HAVE NOT FOUND A BAG?
121 106 27 37 2 37 66 107 | 27 - Solution to above problem.
128 60 97 46 26 120 19 87 79 37 46 87 |
| 8 - More help for above problem
9 112 83 | 28 - HAVE NOT FOUND CROCODILES?
28 |
| 9 - Solution to above problem.
6 54 83 | 29 - More help for above problem.
1 28 13 |
| 10 - CAN NOT SEEM TO LEAVE THE FLAT AT ALL?
51 48 16 48 113 37 85 19 119 37 99 | 30 - Solution to above problem.
6 101 113 28 19 124 |
| 11 - More help for above problem.
1 37 2 | 31 - CROCODILES A PROBLEM?
89 78 100 |
| 12 - Solution to above problem.
51 48 95 116 48 94 108 37 2 119 37 99 | 32 - More help for above problem.
77 |
| 13 - DO YOU KEEP FALLING OFF THE LEDGE?
106 78 88 75 | 33 - Solution to above problem.
42 77 48 42 80 48 79 4 48 |
| 14 - More help for above problem.
41 68 78 117 | 34 - DOES YOUR CROC FOOD ESCAPE YOU?
96 8 |
| 15 - Solution to above problem.
129 61 | 35 - More help for above problem.
4 123 5 56 |
| 16 - CAN NOT GET THE CHEST?
44 37 84 | 36 - Solution to above problem.
82 4 26 35 115 73 111 |
| 17 - More help for above problem.
51 105 97 37 69 | 37 - CAN NOT GET BEYOND PIRATE'S ISLAND?
9 113 37 39 |
| 18 - Solution to above problem.
25 84 37 91 | 38 - More help for above problem.
29 37 122 |
| 19 - HAVE NOT FOUND CRACK IN THE ROCK?
5 21 113 37 28 | 39 - Solution to above problem.
10 59 53 77 121 74 37 122 |
| 20 - More help for above problem.
5 21 127 104 115 37 28 | 40 - NEEP AN ANCHOR?
38 37 130 |

- 41 - More help for above problem
77
- 42 - Solution to above problem.
42 77 48 24 43 48
-
- 43 - NEED A MAP?
122
- 44 - More help for above problem
57 21 37 23
45 - Solution to above problem.
9 113 37 39 90
-
- 46 - CAN NOT GET PAST THE SNAKES?
29 37 67
- 47 - More help for above problem.
20 49 110 18 98 37 45 115 47 81
- 48 - Solution to above problem
92
-
- 49 - CAN NOT FIND THE SECOND
TREASURE?
1 33
- 50 - More help for above problem
51 48 63 30 48 87 48 24 48
-
- 51 - Solution to above problem.
42 125 37 70 87 48 63 30 48 87 48 24
48
-
- 52 - PIRATE WILL NOT GET ABOARD?
24 112
- 53 - More help for above problem
24 127 37 102
- 54 - Solution to above problem.
25 84 91 87 65 52 11 48 58 17 62 50 53
-
- 55 - MISSING A TREASURE?
36 37 126
- 56 - More help for above problem.
29 37 34 109
- 57 - Solution to above problem.
29 37 120
-
- 58 - CAN NOT END THE GAME?
51 48 55 48
- 59 - More help for above problem.
72 22 113 34 118
- 60 - Solution to above problem.
72 22 113 37 69 19 48 55 48

• DICTIONARY •

1 READ	34 RIGHT	67 MONGOOSE	100 HUNGRY
2 BOOK	35 BOTTLE	68 FEET	101 CAVE
3 LONDON	36 OPEN	69 FLAT	102 BEACH
4 FISH	37 THE	70 FIELD	103 BAG
5 IT	38 NEAR	71 BOOKCASE	104 TOP
6 ENTER	39 CHEST	72 LEAVE	105 SOMETHING
7 REMEMBER	40 MATCHES	73 SEA	106 YOU
8 DRY	41 YOUR	74 READING	107 CHANGED
9 LOOK	42 GO	75 OFF	108 HOLDING
10 BUILD	43 ANCHOR	76 ROCK	109 TOOL
11 UP	44 BRIBE	77 LAGOON	110 THAT
12 KEYS	45 PIECES	78 ARE	111 WATER
13 DESCRIPTION	46 RUG	79 GET	112 AROUND
14 STAIRS	47 EIGHT	80 NORTH	113 IN
15 RETURN	48 -	81 CRITTER	114 CRACK
16 HELP	49 ABOUT	82 CARRY	115 OF
17 WILL	50 CLOSE	83 UPSTAIRS	116 YOHO
18 I	51 TRY	84 PIRATE	117 SLIPPERY
19 AND	52 HIM	85 ALCOVE	118 PLACE
20 SORRY	53 BY	86 CLIMB	119 OUTSIDE
21 IS	54 PASSAGE	87 THEN	120 HAMMER
22 TREASURES	55 SCORE	88 SLIPPING	121 AFTER
23 CHARM	56 WET	89 THEY	122 PLANS
24 DIG	57 TWICE	90 AGAIN	123 LIKE
25 GIVE	58 HE	91 RUM	124 EXPLORE
26 WITH	59 SHIP	92 PARROT	125 TO
27 GOT	60 NAILS	93 TORCH	126 BOX
28 HILL	61 SNEAKERS	94 WHILE	127 ON
29 USE	62 BE	95 SAY	128 REMOVE
30 JO	63 PACE	96 TOO	129 WEAR
31 SHED	64 EXAMINE	97 FROM	130 KEEL
32 LIGHT	65 WAKE	98 MEANT	
33 MAP	66 ROOM	99 WINDOW	

***** ADVENTURE 3 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

1 - CAN NOT GET THROUGH THE WHITE DOOR?

40 69 47 29

2 - More help for above problem.

35 7 69 33 44 20 1 65

3 - Solution to above problem.

40 29 67 35 54 67 35 49

4 - CAN NOT GET THROUGH YELLOW DOOR?

57 52 17 11 27

5 - More help for above problem.

42 27

6 - Solution to above problem.

14 77 68 27

7 - BOMB GOING OFF AFTER GETTING KEY?

66 8 2 31 47 27 67 30 64 5 60 55 49 9

8 - More help for above problem.

70 50

9 - Solution to above problem.

12 50 34 51 46 34 43 74 59 10 27

10 - STILL CAN NOT GET THROUGH YELLOW DOOR?

13 69 29

11 - More help for above problem.

35 7 67 49 3

12 - Solution to above problem.

69 29 35 52 26 35 54 26 35 49

13 - CAN NOT GET THROUGH BLUE DOOR?

15 19 18 56 22 25

14 - More help for above problem.

13 61 47 23

15 - Solution to above problem.

53 47 23

16 - CAN NOT GET THROUGH THE JAMMED DOOR?

15 21 16 76 27

17 - More help for above problem.

71 39 75 48 1 38 28 37

18 - Solution to above problem.

35 73 48 58 47 4

19 - CAN NOT DEFUSE THE BOMB?

45 0

20 - More help for above problem.

24 0

21 - Solution to above problem.

63 24 6 47 32

22 - STILL CAN NOT DEFUSE THE BOMB?

72 47 41

23 - More help for above problem.

62 47 32

24 - Solution to above problem.

63 24 6 37 69 33 36

• DICTIONARY •

1 SOMETHING
2 CAMERA
3 LAST
4 DOOR
5 YOU
6 ON
7 BUTTONS
8 TV
9 ROOM
10 BROKEN
11 OUTSIDE
12 FRISK
13 PLAY
14 THROW
15 LOOK
16 6
17 KEY
18 A
19 FOR
20 UNTILL

21 THOUGH
22 UP
23 MOP
24 WATER
25 TOOL
26 THEN
27 WINDOW
28 TO
29 CHAIR
30 REMEMBER
31 ABOVE
32 BOMB
33 DIFFERENT
34 AND
35 PUSH
36 ROOMS
37 IT
38 LOWER
39 YOUR
40 SIT

41 WIRES
42 BREAK
43 HIS
44 ORDERS
45 PAIL
46 HIM
47 THE
48 OR
49 WHITE
50 SABOTEUR
51 USE
52 YELLOW
53 SHAKE
54 RED
55 INTO
56 CLEAN
57 NEED
58 KICK
59 BY
60 GOT

61 WITH
62 MOVE
63 POUR
64 HOW
65 HAPPENS
66 NOTE
67 -
68 THROUGH
69 IN
70 EXAMINE
71 PUT
72 CUT
73 HARD
74 BADGE
75 SHOULDER
76 INCH
77 RECORDER

***** ADVENTURE 4 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|--|
| 1 - HAVE NOT GOT A RING YET?
26 18 13 57 49 | 21 - Solution to above problem
24 88 38 27 |
| 2 - More help for above problem.
43 97 | 22 - STUCK CHIMNEY SWEEP?
63 57 42 99 91 9 56 28 |
| 3 - Solution to above problem.
43 97 65 7 22 65 66 95 | 23 - More help for above problem.
66 9 56 93 70 48 15 34 |
| 4 - CAN NOT GET PAST THE STONE DOOR?
77 93 95 | 24 - Solution to above problem
40 29 |
| 5 - More help for above problem.
7 2 58 34 93 51 | 25 - CRACK IN THE WALL A PROBLEM?
73 93 23 34 32 68 |
| 6 - Solution to above problem
89 95 2 93 80 | 26 - More help for above problem
20 18 93 90 85 93 95 |
| 7 - HAVE NOT FOUND A SAFE?
79 72 60 | 27 - Solution to above problem
89 20 5 78 |
| 8 - More help for above problem.
94 93 6 | 28 - MISSING RABBIT'S FOOT OR FOUR
LEAF CLOVER?
30 18 5 47 31 93 61 5 69 |
| 9 - Solution to above problem.
66 93 83 88 66 93 72 60 | 29 - More help for above problem.
7 31 88 85 47 37 45 |
| 10 - CAN NOT READ THE PLAQUE?
16 10 | 30 - Solution to above problem
7 74 65 4 31 65 17 75 |
| 11 - More help for above problem.
77 26 34 53 1 | 31 - CURSE STILL HOLDING?
82 64 23 41 93 8 67 71 |
| 12 - Solution to above problem.
19 39 3 62 36 65 52 93 50 65 77 93 98 | 32 - More help for above problem.
92 14 57 52 93 44 |
| 13 - NEED LIGHT?
87 81 | 33 - Solution to above problem.
92 14 93 8 67 59 18 84 11 93 22 |
| 14 - More help for above problem.
86 | 34 - WINDOW STILL SLAMMING SHUT?
66 46 |
| 15 - Solution to above problem.
21 86 | 35 - More help for above problem.
55 93 25 76 |
| 16 - EXPLODING CHEM TUBES A PROBLEM?
94 6 | 36 - Solution to above problem.
55 93 33 |
| 17 - More help for above problem.
35 54 | |
| 18 - Solution to above problem.
55 93 96 | |
| 19 - TINY DOOR TOO SMALL FOR YOU?
12 27 | |
| 20 - More help for above problem.
24 27 | |

• DICTIONARY •

1 LIGHT	26 IT	51 WALL	76 ITEM
2 AT	27 CHEMICALS	52 HAVE	77 READ
3 OR	28	53 SCANT	78 CRACK
4 MOVE	29 SWEEP	54 YOURSELF	79 REMOVE
5 BY	30 ONE	55 CARRY	80 DOOR
6 ARMORY	31 KETTLE	56 OUT	81 ?
7 LOOK	32 HER	57 YOU	82 LISTEN
8 GOOD	33 CLOVER	58 STONE	83 SWORD
9 HIM	34 IN	59 CHARM	84 ALSO
10 LENS	35 PROTECT	60 HEADS	85 REMEMBER
11 ON	36 DARK	61 OTHER	86 IDOL
12 EXAMINE	37 SMALL	62 SOMEWHERE	87 DUSTY
13 WHERE	38 DRINK	63 IF	88 AND
14 SURE	39 FIREPLACE	64 TO	89 WAVE
15 CAME	40 PUSH	65 .	90 KEY
16 NEED	41 ABOUT	66 GET	91 PULL
17 GO	42 CAN	67 LUCK	92 BE
18 IS	43 OPEN	68 CHMABER	93 THE
19 ENTER	44 DOLL	69 NETTLES	94 TRY
20 BAG	45 PASSAGE	70 WAY	95 RING
21 CLEAN	46 LUCKY	71 CHARMS	96 SHIELD
22 COUNT	47 A	72 ANIMAL	97 COFFIN
23 MEDIUM	48 HE	73 SUMMON	98 PLAQUE
24 MIX	49 STARTED	74 GRAVE	99 NOT
25 RIGHT	50 GLASS	75 HOLE	

***** ADVENTURE 5 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|---|
| 1 · CAN NOT GET OUT OF BED?
94 106 87 106 | 21 · Solution to above problem
66 61 106 16 61 106 66 21 106 |
| 2 · More help for above problem
41 99 85 108 | 22 · NEED SOME MORE LIGHT?
111 11 78 |
| 3 · Solution to above problem
62 99 | 23 · More help for above problem
6 47 80 105 118 |
| 4 · CAN NOT FIGURE OUT WHAT YOU ARE DOING HERE?
91 116 | 24 · Solution to above problem
66 105 106 111 78 |
| 5 · More help for above problem
67 43 85 70 58 | 25 · CAN NOT GET OUT OF THE PIT?
117 |
| 6 · Solution to above problem
66 64 | 26 · More help for above problem
45 |
| 7 · CAN NOT WORK THE DUMBWAITER?
52 61 85 106 87 106 | 27 · Solution to above problem
115 45 57 117 85 66 105 |
| 8 · More help for above problem
26 40 34 68 88 57 40 | 28 · FLAG POLE BREAKING ALOT?
115 45 15 |
| 9 · Solution to above problem
52 61 106 29 61 106 1 16 61 106 | 29 · More help for above problem
94 48 |
| 10 · CAN NOT LEAVE THE DUMBWAITER?
88 28 96 51 | 30 · Solution to above problem
115 45 57 50 |
| 11 · More help for above problem
66 108 | 31 · PESKY BAT BUGGING YOU?
17 26 33 72 92 |
| 12 · Solution to above problem
66 21 | 32 · More help for above problem
88 69 103 34 112 84 |
| 13 · CAN NOT FIND DRACULA'S CRYPT?
66 116 80 43 85 76 43 | 33 · Solution to above problem
17 80 4 9 54 |
| 14 · More help for above problem
6 2 80 48 93 | 34 · CAN NOT FIND DRACULA'S COFFIN?
89 81 19 80 23 |
| 15 · Solution to above problem
115 45 57 86 85 6 60 46 | 35 · More help for above problem
38 69 87 |
| 16 · PROBLEM WITH A LOCKED DOOR?
94 106 87 106 | 36 · Solution to above problem
3 11 113 19 80 23 |
| 17 · More help for above problem
95 80 42 109 28 90 | 37 · GETTING ROBBED ALOT?
30 11 74 107 119 63 69 53 62 57 |
| 18 · Solution to above problem
20 80 102 13 80 31 8 | 38 · More help for above problem
65 |
| 19 · HAVE NOT FOUND THE MATCHES?
61 | 39 · Solution to above problem
20 102 106 10 110 85 113 83 71 106 75
57 102 80 35 55 34 |
| 20 · More help for above problem
88 59 19 49 39 | 40 · CAN NOT OPEN THE COFFIN?
94 12 88 28 77 57 79 5 |

41 - More help for above problem.

80 101 28 63

42 - Solution to above problem.

44 88 9 54

43 - COFFIN LOCK A PROBLEM?

75 80 25

44 - More help for above problem.

25 28 37 36

45 - Solution to above problem

114 97 54 73 32 52 25

46 - STILL CAN NOT KILL DRACULA?

34 82 40 88 104 24 18

47 - More help for above problem.

14 88 80 54 98

48 - Solution to above problem

100 102 60 7 9 54 85 32 22 63 80 27 56

* DICTIONARY *

1 OR

2 OUT

3 SMOKE

4 GARLIC

5 EMPTY

6 CLIMB

7 COFFIN

8 CLIP

9 AT

10 HIDE

11 A

12 WHEN

13 WITH

14 FIX

15 ELSEWHERE

16 RAISE

17 CARRY

18 SLEEPS

19 IN

20 PICK

21 ROOM

22 KILL

23 CRYPT

24 HE

25 OVEN

26 WHAT

27 NEXT

28 IS

29 LOWER

30 FIND

31 PAPER

32 THEN

33 VAMPIRES

34 YOU

35 DOOR

36 HEATED

37 SOLAR

38 SMOKING

39 DIRECTIONS

40 DO

41 WAKE

42 MAILMAN

43 CASTLE

44 OPEN

45 SHEET

46 DOWN

47 INTO

48 BEDROOM

49 TWO

50 BED

51 EASY

52 ENTER

53 NOT

54 NIGHT

55 BEHIND

56 DAY

57 TO

58 PATH

59 GOES

60 ON

61 DUMBWAITER

62 GET

63 DRACULA

64 GATE

65 CLOSET

66 GO

67 LEAVE

68 WANT

69 CAN

70 FOLLOW

71 HERE

72 DON'T

73 TIME

74 DUSTY

75 REMEMBER

76 LOOK

77 SUPPOSED

78 MATCH

79 BE

80 THE

81 SIGN

82 MUST

83 PACK

84 BREATH

85 AND

86 SOMETHING

87 HELP

88 IT

89 READ

90 USEFULL

91 WALK

92 LIKE

93 WINDOW

94 TRY

95 POSTCARD

96 REAL

97 UNTILL

98 BEFORE

99 UP

100 BREAK

101 BAT

102 LOCK

103 GIVE

104 AS

105 PIT

106

107 PLACE

108

109 BRINGS

110 STAKE

111 LIGHT

112 BAD

113 CIGARETTE

114 WAIT

115 TIE

116 OUTSIDE

117 RING

118 FIRST

119 WHERE

***** ADVENTURE 6 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|--|
| 1 - HAVE NOT BEEN ABLE TO LEAVE THE SHIP?
11 27 91 | 20 - More help for above problem.
59 49 63 27 76 32 94 |
| 2 - More help for above problem.
73 27 60 61 | 21 - Solution to above problem.
26 56 63 76 94 24 73 75 24 73 72 |
| 3 - Solution to above problem.
73 60 100 13 71 | 22 - CAN NOT MAKE ANYTHING OUT OF THE PICTURE?
41 44 |
| 4 - VACUUM A PROBLEM?
41 27 104 | 23 - More help for above problem.
11 44 |
| 5 - More help for above problem.
11 27 104 | 24 - Solution to above problem.
73 61 20 44 24 41 44 24 11 101 |
| 6 - Solution to above problem.
120 93 81 109 77 102 103 117 27 104 | 25 - HIGH GRAVITY GETTING YOU DOWN?
44 103 101 87 27 39 |
| 7 - CAN NOT GET OFF THE SHIP?
17 87 7 51 31 | 26 - More help for above problem.
11 19 |
| 8 - More help for above problem.
13 5 17 | 27 - Solution to above problem.
88 69 121 19 24 41 69 24 95 2 24 |
| 9 - Solution to above problem.
74 121 97 27 64 20 27 105 | 28 - CAN NOT GET HATCH OPEN?
14 9 78 54 27 39 |
| 10 - HAVE ONLY FOUND A BOULDER?
11 62 | 29 - More help for above problem.
37 102 27 10 |
| 11 - More help for above problem.
84 62 120 67 24 85 46 113 | 30 - Solution to above problem.
37 102 27 10 35 27 83 121 27 99 48 |
| 12 - Solution to above problem.
84 62 24 120 67 24 108 80 | 31 - NEED A POWER CRYSTAL?
11 27 90 12 |
| 13 - CAN NOT DO ANYTHING MUCH IN HEXAGONAL ROOM?
11 38 103 42 24 114 24 | 32 - More help for above problem.
23 98 109 36 63 30 21 |
| 14 - More help for above problem.
106 58 24 6 52 82 111 27 50 | 33 - Solution to above problem.
15 118 27 66 63 27 40 50 103 85 17 |
| 15 - Solution to above problem.
3 66 24 73 66 24 25 38 24 13 92 | 34 - CAN NOT RETURN TO PLANETOID AND SCOUT SHIP?
53 27 66 109 43 16 27 68 |
| 16 - CAN NOT GET ANYWHERE ELSE?
86 | 35 - More help for above problem.
73 3 25 24 112 79 87 116 34 |
| 17 - More help for above problem.
98 17 122 126 124 125 127 129 123 128 27 68 | 36 - Solution to above problem.
3 66 24 25 38 24 73 66 24 25 38 24 13 92 |
| 18 - Solution to above problem.
3 66 24 73 66 24 25 38 | 37 - MISSING AN ICE DIAMOND?
8 96 103 65 57 107 106 89 |
| 19 - AIR RUNS OUT ON YOU?
102 27 33 18 27 1 70 27 81 87 22 | 38 - More help for above problem.
29 63 115 55 |

39 - Solution to above problem
119 96 63 65 57 107 100 89 35 27 8 45
103 62

40 - DO NOT KNOW WHERE TO STORE YOUR
TREASURES?
110 118 63 47 28 94

41 - More help for above problem
11 91

42 - Solution to above problem
73 4 61 20 91

* DICTIONARY *

1 GAUGE	34 LONG	67 DESTROY	100 THEN
2 BUCKLE	35 WITH	68 GATEWAY	101 PAINTING
3 PULL	36 REMEMBER	69 BELT	102 OPEN
4 BLUE	37 PRY	70 SAYS	103 AND
5 FOR	38 PLASTIC	71 DOOR	104 SPACESUIT
6 AFTER	39 CLUE	72 WHITE	105 LEDGE
7 A	40 HEXAGONAL	73 PUSH	106 BE
8 ICE	41 WEAR	74 JUMP	107 STORM
9 GRAVITY	42 TRY	75 BLACK	108 SHOOT
10 HATCH	43 MUST	76 ALIEN	109 YOU
11 EXAMINE	44 GOGGLES	77 CAN	110 BLAST
12 CRYSTAL	45 PICK	78 WORLD	111 LEAVE
13 GO	46 TWO	79 SEQUENCE	112 THIS
14 HIGH	47 YOUR	80 BOULDER	113 COMMANDS
15 BREAK	48 COLONY	81 AIR	114 HELP
16 RESET	49 AROUND	82 DISORIENTED	115 GRASSY
17 IT	50 ROOM	83 METAL	116 TOO
18 IF	51 SIMPLE	84 SET	117 CLOSE
19 SCULPTURE	52 FEELING	85 USE	118 OFF
20 ON	53 USING	86 REPEAT	119 DROP
21 SHAPE	54 HOLDS	87 IS	120 TO
22 BREATHABLE	55 PLAIN	88 GET	121 FROM
23 WHAT	56 HOSE	89 EXPLODE	122 AGAIN
24	57 SNOW	90 BROKEN	123 SERVICED
25 TOUCH	58 GENTLE	91 CONSOLE	124 ARE
26 CONNECT	59 PLAY	92 CURTAIN	125 6
27 THE	60 RED	93 SAVE	126 THERE
28 SCOUT	61 BUTTON	94 SHIP	127 MAIN
29 DIG	62 PHASER	95 TWIST	128 BY
30 THAT	63 IN	96 HOUND	129 LOCATIONS
31 ACTION	64 AIRLOCK	97 OUTSIDE	
32 SPACE	65 METHANE	98 DO	
33 SUIT	66 ROD	99 MINING	

***** ADVENTURE 7 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|---|
| 1 - CAN NOT GET INTO THE FUN HOUSE?
135 115 62 29 13 | 22 - STILL STUCK IN THE PIT?
18 62 29 15 |
| 2 - More help for above problem.
128 131 29 102 74 131 29 2 | 23 - More help for above problem.
133 44 |
| 3 - Solution to above problem.
136 29 139 50 48 29 87 94 138 29 124 | 24 - Solution to above problem.
42 29 109 94 133 44 61 29 20 |
| 4 - LOST IN THE MAZE?
24 49 126 9 | 25 - HAVE NOT FOUND WRENCH?
100 55 118 |
| 5 - More help for above problem.
120 60 94 33 110 41 | 26 - More help for above problem.
105 61 29 26 47 65 81 106 23 62 100 55 118 |
| 6 - Solution to above problem.
110 29 38 48 132 88 46 56 89 61 114 | 27 - Solution to above problem.
90 8 48 26 134 128 129 21 97 62 7 79 76 125 84 |
| 7 - CAN NOT LEAVE THE BARREL ROOM?
28 56 25 66 117 66 116 66 133 47 70 | 28 - PROBLEMS MOVING THE GRATE?
42 80 |
| 8 - More help for above problem.
59 | 29 - More help for above problem.
42 113 22 29 71 98 35 82 5 121 |
| 9 - Solution to above problem.
12 107 119 72 57 | 30 - Solution to above problem.
63 29 102 |
| 10 - HAVE NOT GOTTEN A KEY?
39 | 31 - DO NOT KNOW WHY YOU ARE AT THE FUN HOUSE?
36 122 113 91 |
| 11 - More help for above problem.
106 40 | 32 - More help for above problem.
28 56 69 29 91 47 96 |
| 12 - Solution to above problem.
52 40 29 1 | 33 - Solution to above problem.
108 29 91 61 113 73 |
| 13 - MERRY-GO-ROUND A PROBLEM?
16 6 74 128 137 | 34 - HAVE FOUND NO EXPLOSIVES?
103 11 30 |
| 14 - More help for above problem.
29 101 104 46 29 92 | 35 - More help for above problem.
67 30 83 14 |
| 15 - Solution to above problem.
128 131 101 122 6 48 | 36 - Solution to above problem.
85 50 74 136 29 32 48 41 |
| 16 - HAVE NOT FOUND THE SPECS ?
4 | 37 - GRATE INSIDE SEWER A PROBLEM?
53 41 129 |
| 17 - More help for above problem.
28 56 43 29 4 | 38 - More help for above problem.
24 29 58 112 68 |
| 18 - Solution to above problem.
111 4 | 39 - Solution to above problem.
130 29 10 7 |
| 19 - CAN NOT GET THROUGH A DOOR?
51 127 46 17 | 40 - SHOOTING GALLERY PROBLEMS WHEN IN SEWER?
19 86 99 |
| 20 - More help for above problem.
45 27 31 34 54 95 | |
| 21 - Solution to above problem.
76 35 56 138 64 77 7 76 3 37 | |

41 - More help for above problem
115

42 - Solution to above problem
75 115 62 78 61 123 15

*** DICTIONARY ***

1 COMB	36 PLAY	71 OTHER	106 EXAMINE
2 TIME	37 FIND	72 W	107 R
3 MAY	38 ROOMS	73 SHOE	108 REMOVE
4 KNOB	39 TANK	74 AND	109 TRAMPOLINE
5 COME	40 MERMAID	75 PUT	110 MAP
6 SPECS	41 IT	76 YOU	111 PULL
7 DOOR	42 USE	77 ANY	112 FROM
8 POLE	43 PUSH	78 FRONT	113 YOUR
9 EASY	44 OUT	79 AS	114 THEM
10 STORM	45 DOORS	80 WRENCH	115 SIGN
11 TYPE	46 IS	81	116 SKIP
12 C	47 BUT	82 NEVER	117 RUN
13 COUNTER	48 ON	83 TASTES	118 ROUND
14 BAD	49 TRYING	84 IN	119 A
15 GALLERY	50 GUM	85 CHEW	120 DROP
16 WEAR	51 SORRY	86 TELLING	121 OFF
17 CORRECT	52 GIVE	87 BRANCH	122 WITH
18 SOMETHING	53 BLOW	88 THERE	123 SHOOTING
19 FORTUNE	54 EMPLOYEES	89 ALOT	124 COIN
20 PIT	55 GO	90 CLIMB	125 CAME
21 REMEMBER	56 NOT	91 HEEL	126 ITS
22 HEAD	57 L	92 KEY	127 THAT
23 CEILING	58 NOISE	93 NO	128 LOOK
24 KEEP	59 BABY	94 TO	129 UP
25 WALK	60 THINGS	95 ONLY	130 CLOSE
26 HORSE	61 OF	96	131 AT
27 ARE	62 BY	97 BUTTON	132 PAPER
28 DO	63 SLIDE	98 BOLT	133 JUMP
29 THE	64 THROUGH	99 MACHINE	134 THEN
30 EXPLOSIVE	65 HIGHER	100 MERRY	135 READ
31 FOR	66 OR	101 MIRROR	136 STICK
32 FUSE	67 PLASTIC	102 GRATE	137 AROUND
33 HELP	68 SPREADING	103 SOFT	138 GET
34 PARK	69 FIX	104 ROOM	139 CHEWED
35 WILL	70 MOVE	105 TOP	

***** ADVENTURE 8 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|--|
| 1 - CAN'T GET IN THE PYRAMID?
2 93 19 5 67 34 19 27 | 21 - Solution to above problem.
64 19 66 54 57 19 31 42 |
| 2 - More help for above problem.
11 19 58 | 22 - LIGHT TOO BRIGHT?
63 71 13 48 25 |
| 3 - Solution to above problem.
65 19 70 67 38 19 4 66 51 11 19 5 | 23 - More help for above problem.
62 50 |
| 4 - CAN'T GET IN THE TINY DOOR?
69 | 24 - Solution to above problem.
62 50 12 19 61 9 19 33 |
| 5 - More help for above problem.
51 | 25 - OYSTER A PROBLEM?
8 1 47 59 60 19 14 |
| 6 - Solution to above problem.
22 | 26 - More help for above problem.
29 53 68 19 14 |
| 7 - NOMAD IS TROUBLE?
72 49 26 21 36 | 27 - Solution to above problem.
68 19 44 19 7 |
| 8 - More help for above problem.
63 46 23 | 28 - DO NOT KNOW WHERE TO STORE TREASURES?
70 |
| 9 - Solution to above problem.
18 19 23 | 29 - More help for above problem.
78 |
| 10 - CAN NOT GET BY MUMMY?
47 87 96 75 84 | 30 - Solution to above problem.
88 70 20 78 100 67 95 79 51 |
| 11 - More help for above problem.
92 90 | 31 - MISSING NECKLACE?
81 |
| 12 - Solution to above problem.
3 73 | 32 - More help for above problem.
97 |
| 13 - PURPLE WORM A PROBLEM?
35 19 41 15 | 33 - Solution to above problem.
97 74 83 81 |
| 14 - More help for above problem.
22 37 60 19 41 | 34 - POISON NEEDLE A PROBLEM?
80 46 89 |
| 15 - Solution to above problem.
40 26 30 20 29 60 19 41 | 35 - More help for above problem.
98 47 |
| 16 - PHARAOH A PROBLEM?
28 34 19 15 67 52 56 | 36 - Solution to above problem.
98 31 42 |
| 17 - More help for above problem.
6 34 5 26 36 | 37 - MISSING SCARAB?
82 |
| 18 - Solution to above problem.
103 19 102 51 43 19 32 17 19 58 83 6 39 34 19 5 | 38 - More help for above problem.
94 82 |
| 19 - BRICKED DOORWAY A PROBLEM?
64 19 66 | 39 - Solution to above problem.
94 99 100 26 76 100 |
| 20 - More help for above problem.
65 55 67 45 10 | 40 - MISSING TREASURE?
91 77 |

41 - More help for above problem.
91 85 101

42 - Solution to above problem
91 86

• DICTIONARY •

1 DID	27 DESERT	53 NOT	79 THEM
2 DIG	28 LOOK	54 WHILE	80 PROTECT
3 DOUSE	29 DO	55 MAD	81 TABLE
4 TINY	30 NOTHING	56 CLEAN	82 WALL
5 PYRAMID	31 IRON	57 WEARING	83 OF
6 LIQUID	32 RUBY	58 POOL	84 POWER
7 JERKY	33 COIN	59 WRONG	85 TRASH
8 YOU	34 IN	60 WITH	86 SKULL
9 FOR	35 LEAVE	61 FLOOR	87 GIVES
10 IT	36 USEFUL	62 FEEL	88 TAKE
11 ENTER	37 MESS	63 USE	89 HAND
12 ON	38 UNLOCK	64 HIT	90 BURNING
13 BLIND	39 ACID	65 GET	91 EXAMINE
14 RATS	40 THERE	66 DOOR	92 ITS
15 ALONE	41 WORM	67 AND	93 BY
16 FIREPLACE	42 GLOVE	68 FEED	94 BEYOND
17 INTO	43 THROW	69 OK	95 READ
18 CARRY	44 OYSTER	70 ROCK	96 HIM
19 THE	45 PUNCH	71 A	97 SAW
20 TO	46 YOUR	72 SOMETIMES	98 WEAR
21 VERY	47 SOMETHING	73 LEAVES	99 MIRROR
22 DON T	48 MAN S	74 LEG	100 ROOM
23 GUN	49 HE	75 HIS	101 HEAP
24 WORM	50 AROUND	76 ANOTHER	102 COAL
25 SENSE	51 THEN	77 EXPLORER	103 WASH
26 IS	52 THINK	78 HIEROGLYPHICS	

***** ADVENTURE 9 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 - CAN NOT GET INTO JAIL?
39 53 45 117 160 2 132 | 21 - Solution to above problem
44 75 85 9 |
| 2 - More help for above problem.
39 84 129 83 78 | 22 - FREEZING AT NIGHT?
93 137 170 130 62 146 |
| 3 - Solution to above problem.
48 83 78 22 62 64 167 53 | 23 - More help for above problem
134 149 |
| 4 - NEED A KEY?
12 60 157 | 24 - Solution to above problem.
138 46 74 153 134 |
| 5 - More help for above problem.
141 15 21 | 25 - HAVE NOT FOUND ANY EXPLOSIVES?
36 74 86 |
| 6 - Solution to above problem.
141 21 163 124 100 163 108 24 163
153 55 165 | 26 - More help for above problem
74 82 |
| 7 - STILL NEED A KEY?
55 165 10 163 76 8 163 | 27 - Solution to above problem
168 52 |
| 8 - More help for above problem.
8 117 127 120 173 11 127 116 17 156 | 28 - STILL HAVE NOT FOUND ANY EX-
PLOSIVES?
31 94 15 150 |
| 9 - Solution to above problem.
76 72 | 29 - More help for above problem.
88 59 |
| 10 - HORSE A PROBLEM?
168 70 133 19 | 30 - Solution to above problem.
88 104 166 7 126 163 52 163 121 163 |
| 11 - More help for above problem.
66 128 | 31 - STILL HAVING PROBLEMS WITH EX-
PLOSIVES?
59 111 137 154 |
| 12 - Solution to above problem
97 79 | 32 - More help for above problem.
142 |
| 13 - HORSE A PROBLEM?
13 111 69 70 128 | 33 - Solution to above problem.
161 142 60 104 |
| 14 - More help for above problem.
28 | 34 - CAN NOT GET TO MOUNTAINS?
101 118 |
| 15 - Solution to above problem.
78 128 60 83 78 5 178 176 175 31 177
15 66 70 128 | 35 - More help for above problem.
59 117 119 4 |
| 16 - CAN NOT LEAVE INDIAN VILLAGE?
12 60 77 | 36 - Solution to above problem.
6 |
| 17 - More help for above problem.
12 30 5 174 20 62 15 143 | 37 - CAN NOT FIND - GO BOARD -?
12 60 38 74 61 |
| 18 - Solution to above problem.
97 112 | 38 - More help for above problem.
34 38 |
| 19 - HAVE NOT FOUND A MINE?
164 118 | 39 - Solution to above problem.
12 74 158 |
| 20 - More help for above problem.
103 1 15 107 | 40 - STILL CAN NOT FIND - GO BOARD -?
12 74 158 134 |

- 41 - More help for above problem
141 125
- 42 - Solution to above problem
91 38 110 34 59
-
- 43 - DO NOT HAVE A CUP?
12 74 61 159 152
- 44 - More help for above problem
48 23 137 27
- 45 - Solution to above problem
171 74 61 159 152
-
- 46 - CAN NOT OPEN SAFE?
12 74 145 25
- 47 - More help for above problem
56 104 49
- 48 - Solution to above problem
56 104 14 21 5 108 24 74 145 25
-
- 49 - MISSING FURS?
12 74 145 25
- 50 - More help for above problem
109
- 51 - Solution to above problem
168 109 41
-
- 52 - PIANO PLAYER A PROBLEM?
13 117 143
- 53 - More help for above problem
13 42 137 115 32 163 73 128 135 31 71 128
- 54 - Solution to above problem
114
-
- 55 - MISSING GOLD NUGGET?
12 54
- 56 - More help for above problem
151 37
-
- 57 - Solution to above problem
164 62 15 40 17 15 162 5 36 74 15 99 71 15 37 87
-
- 58 - MISSING A TREASURE?
136 123
- 59 - More help for above problem
80
- 60 - Solution to above problem
36 74 136 123 0
-
- 61 - DO NOT HAVE \$200?
113 117 74 15 106
- 62 - More help for above problem
140 63 147 17 65 163 51 59 163 5 88 59 15 9 147 163 140 9 147 17 65 163 51 59 163 5 88 59 63 147
- 63 - Solution to above problem
81 164 41 163 57 164 163 31 29 105 139
-
- 64 - SNAKE A PROBLEM?
48 58
- 65 - More help for above problem
122 117 15 169 47
- 66 - Solution to above problem
48 3 90
-
- 67 - BONUS SCORE A PROBLEM?
31 26 16 96 67 74 15 68 144
- 68 - More help for above problem
122 102 155 56 62 31 59 43 174 172 89 59 117 92
- 69 - Solution to above problem
23 50 98 67 68 33 5 95 112 3 131 35 18

• DICTIONARY •

1 OUT	46 BELL	91 TAPE	136 BOOT
2 OUTSIDE	47 WEST	92 HARD	137 A
3 YOUR	48 USE	93 FIND	138 RING
4 WIDE	49 BEHIND	94 HAVE	139 \$200
5 AND	50 KEEP	95 SEE	140 TAKE
6 JUMP	51 NEGATE	96 MANY	141 MOVE
7 SALT	52 CHARCOAL	97 SAY	142 KEG
8 TOPPER	53 DOOR	98 DOING	143 INDIAN
9 FIRST	54 PIANO	99 ROOF	144 ORDER
10 SAID	55 MORSE	100 WIRES	145 LINE
11 FOR	56 LEAVE	101 CROSS	146 SLEEP
12 PLAY	57 PASS	102 ONE	147 PART
13 HE	58 FORCE	103 CLEAR	148 VAIN
14 BY	59 IT	104 GUNPOWDER	149 SERVICE
15 THE	60 WITH	105 COLLECT	150 TOOLS
16 DO	61 SALOON	106 DICTIONARY	151 READ
17 OF	62 TO	107 BRUSH	152 NIGHT
18 GOES	63 SECOND	108 TAP	153 DECODE
19 BACK	64 OPEN	109 FLOOR	154 CONTAINER
20 FRIENDLY	65 SENTENCE	110 THEN	155 WE
21 SAFE	66 SPUR	111 NEEDS	156 CLOTHING
22 MAGNET	67 THINGS	112 HOW	157 TELEGRAPH
23 JUST	68 RIGHT	113 CONTRAPOSITIVE	158 HOTEL
24 KEY	69 SOMETHING	114 CLAP	159 AT
25 SHACK	70 ON	115 BIG	160 NO
26 MUST	71 LIKE	116 ITEM	161 FILL
27 MATCH	72 HAT	117 IS	162 MINE
28 HOOFS	73 LET	118 RAVINE	163
29 WILL	74 IN	119 NOT	164 GO
30 TOM-TOM	75 TUMBLEWEEDS	120 ENGLISH	165 CODE
31 YOU	76 SHAKE	121 SULFUR	166 FROM
32 EGO	77 DRUMS	122 THIS	167 JAIL
33 AWAY	78 SHOE	123 HILL	168 GET
34 BREAK	79 GIDDYUP	124 CONNECT	169 WILD
35 SCORE	80 SHOVEL	125 BED	170 WARM
36 DIG	81 HOLDING	126 PETER	171 DANCE
37 MAP	82 MANURE	127 AN	172 DONE
38 MIRROR	83 HORSE	128 HIM	173 TERM
39 EXAMINE	84 COMPASS	129 NEAR	174 BE
40 BOTTOM	85 UP	130 PLACE	175 AFTER
41 BOARD	86 FIELD	131 BONUS	176 FOUND
42 HAS	87 SAYS	132 LATCH	177 USED
43 CAN	88 MAKE	133 HIS	178 NAILS
44 BURN	89 BUT	134 ROOM	
45 THERE	90 GUN	135 KNOW	

***** ADVENTURE 10 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|---|
| 1 HAVE NOT FOUND BOTTLE?
107 | 22 BEAR STILL A PROBLEM?
61 94 11 44 79 |
| 2 More help for above problem
109 11 74 | 23 More help for above problem.
63 28 75 87 |
| 3 Solution to above problem
107 7 109 91 69 11 74 80 | 24 Solution to above problem
123 128 16 21 52 42 125 46 41 32 |
| 4 HAVE NOT FOUND A BEAR?
90 133 | 25 HAVE NOT BEEN OFF THE ISLAND YET?
61 105 |
| 5 More help for above problem
57 131 21 75 103 | 26 More help for above problem
72 11 118 11 130 22 102 127 33 |
| 6 Solution to above problem
90 30 11 88 50 20 | 27 Solution to above problem
40 59 106 7 75 58 |
| 7 HAVE NOT FOUND THE KNIFE?
18 | 28 CAN NOT ALWAYS CONTROL THE RAFT?
114 25 |
| 8 More help for above problem
113 124 | 29 More help for above problem
117 82 106 119 |
| 9 Solution to above problem
18 113 | 30 Solution to above problem
116 64 118 126 23 21 75 106 137 47 20
89 126 70 99 34 43 51 20 |
| 10 STILL HAVE NOT FOUND KNIFE?
18 113 7 124 | 31 PROBLEMS WITH A STALACTITE?
61 20 |
| 11 More help for above problem
110 120 | 32 More help for above problem
20 22 24 91 75 84 122 |
| 12 Solution to above problem
18 7 67 77 35 34 18 113 | 33 Solution to above problem
56 36 38 20 |
| 13 CAN NOT OUTLIVE HURRICANE?
135 101 75 83 17 134 86 | 34 NEED SOME LIGHT?
124 |
| 14 More help for above problem
/ 75 30 | 35 More help for above problem
85 1 22 37 |
| 15 Solution to above problem
7 75 32 66 75 94 | 36 Solution to above problem
100 75 85 53 75 15 12 |
| 16 CAN NOT GET OUT OF THE VOLCANO?
18 | 37 MACHINERY NOT WORKING?
74 7 5 66 129 |
| 17 More help for above problem
61 71 49 66 124 4 7 75 124 | 38 More help for above problem
97 29 126 116 115 |
| 18 Solution to above problem
18 81 108 75 124 0 | 39 Solution to above problem
107 7 75 98 68 91 62 69 19 55 |
| 19 HURRICANE WINDS A PROBLEM?
34 136 104 126 110 34 113 | 40 NEED A PASSWORD?
9 126 54 35 75 112 132 |
| 20 More help for above problem
100 104 138 | 41 More help for above problem
39 73 126 75 139 0 |
| 21 Solution to above problem
100 10 59 72 121 75 96 | |

42 - Solution to above problem.
60 139 75 13

43 - LOSING SOMETHING EARLY IN THE
ADVENTURE THAT YOU NEED LATER ON?
78 20 101 34 43 116 20 92

44 - More help for above problem.
20 14 126 39 95

45 - Solution to above problem.
78 13 26 27 7 32 88 8 48 45

46 - DO NOT KNOW HOW TO END THE
ADVENTURE?

111 75 32 2 37

47 - More help for above problem.
93 26 75 15 12

48 - Solution to above problem.
35 76 75 6 93 26 75 15 12 47 75 32 2
28 31 66 65 3

• DICTIONARY •

1 ACTIVATED	36 COCONUT	71 OTHER	106 RAFT
2 MAN	37 HELP	72 LOG	107 DIG
3 CASE	38 AT	73 NICE	108 ACROSS
4 WHILE	39 BE	74 LOOK	109 BEACH
5 MAZE	40 BUILD	75 THE	110 HOLD
6 PASSWORD	41 BEHIND	76 SAYING	111 LET
7 IN	42 ROCKY	77 DIRECTIONS	112 CANNON
8 LATER	43 CAN	78 POUR	113 DOWN
9 SAIL	44 TASTE	79 SWEAT	114 THATS
10 AROUND	45 BOTTLE	80 HOLE	115 YUCKY
11 AND	46 AREA	81 WEST	116 GET
12 FIELD	47 WHEN	82 SPARE	117 STOCK
13 RUM	48 REFILL	83 WINDS	118 VINES
14 HAS	49 SIDE	84 RIGHT	119 PARTS
15 FORCE	50 ENTER	85 BLOCK	120 BREATHE
16 WATER	51 REBUILD	86 BLOW	121 DURING
17 DO	52 HOT	87 KEY	122 ITEM
18 SWIM	53 THROUGH	88 THEN	123 SPILL
19 .	54 ATOLL	89 STARTS	124 LAKE
20 IT	55 YUCK	90 CLIMB	125 CLIFF
21 ON	56 THROW	91 WITH	126 TO
22 WILL	57 HIGHEST	92 BACK	127 TOGETHER
23 KEEP	58 LAGOON	93 GO	128 SALT
24 MOVE	59 A	94 BEAR	129 CAVES
25 CORRECT	60 GIVE	95 NON POROUS	130 KNIFE
26 INTO	61 EXAMINE	96 HURRICANE	131 POINT
27 BASIN	62 YOUR	97 YOU'LL	132 FIRES
28 IS	63 EVAPORATION	98 BAT	133 THINGS
29 HAVE	64 MORE	99 APART	134 NOT
30 VOLCANO	65 HIS	100 CARRY	135 WAIT
31 OUT	66 OF	101 SOMEWHERE	136 NEED
32 CAVE	67 DIFFERENT	102 WORK	137 SO
33 WELL	68 GUANO	103 ISLAND	138 HEAVY
34 YOU	69 HANDS	104 SOMETHING	139 PIRATE
35 AFTER	70 COME	105 JUNGLE	

***** ADVENTURE 11 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 - PROBLEM WITH VACUUM?
8 18 55 30 36 | 19 - CAN'T FIND ANYPLACE ELSE TO GO?
76 2 17 10 |
| 2 - More help for above problem
15 69 56 54 45 77 54 71 | 20 - More help for above problem
72 76 77 54 40 |
| 3 - Solution to above problem
49 85 | 21 - Solution to above problem
37 40 77 70 88 89 80 86 5 |
| 4 - REACH TUNNELS BUT NO OTHER FORCE
FIELDS?
32 39 61 | 22 - CAN NOT GET THROUGH FORCE FIELD
WITH THE LIGHT?
18 128 141 118 21 130 |
| 5 - More help for above problem
32 61 77 62 19 | 23 - More help for above problem
111 21 130 |
| 6 - Solution to above problem
58 | 24 - Solution to above problem
102 62 120 |
| 7 - PROBLEM WITH CAVEMAN?
52 21 46 | 25 - CAN NOT THROW THE LEVERS?
83 33 21 84 77 21 29 42 |
| 8 - More help for above problem
28 21 46 | 26 - More help for above problem
76 |
| 9 - Solution to above problem
12 62 74 50 73 28 46 | 27 - Solution to above problem
81 76 1 72 6 56 91 89 101 33 14 |
| 10 - PSYCHOTRANSFIGURATION A BIG
WORD?
20 43 21 31 77 35 88 | 28 - CAN NOT FIGURE WHAT TO DO NEXT?
100 112 66 90 61 121 85 21 96 140 |
| 11 - More help for above problem
23 27 41 1 75 27 24 | 29 - More help for above problem
37 40 123 21 115 133 89 95 21 38 138 |
| 12 - Solution to above problem
24 57 67 21 31 | 30 - Solution to above problem
66 135 59 117 21 87 93 |
| 13 - NEED A RAYSHIELD?
66 34 14 77 53 65 89 66 98 122 14 43 | 31 - STILL CAN NOT FIGURE WHAT TO DO
NEXT?
60 21 131 110 21 115 104 146 |
| 14 - More help for above problem
7 26 9 79 77 53 65 | 32 - More help for above problem
21 47 132 100 136 |
| 15 - Solution to above problem
21 76 48 21 3 1 21 79 26 139 89 144 1 | 33 - Solution to above problem
82 21 47 77 21 87 93 89 13 14 56 126 |
| 66 145 129 21 124 84 125 66 113 53 | 21 142 135 100 108 127 21 105 34 43 |
| 65 43 21 76 | 21 11 |
| 16 - PSYCHOTRANSFIGURATION GO
THROUGH BUT YOU ARE NOW IN THE DARK?
14 48 128 107 86 | 34 - STILL CAN NOT FIGURE WHAT TO DO
NEXT?
21 11 116 |
| 17 - More help for above problem
7 48 137 103 130 78 94 66 1 14 48 107 | 35 - More help for above problem
25 114 90 54 99 |
| 128 86 1 106 48 107 134 | 36 - Solution to above problem
25 114 109 66 56 21 143 63 59 95 21 |
| 18 - Solution to above problem
50 62 120 | 36 |

• DICTIONARY •

1	38 BUTTON	75 TRANS	112 SURE
2 UNRAVELS	39 SOME	76 BANDANNA	113 ENDED
3 RAYSHIELD	40 LOOP	77 IN	114 HIM
4 PRODIGY	41 MINDS	78 ALL	115 CAPTAIN'S
5 HOLE	42 ROOM	79 PASSWORDS	116 KNOWS
6 THREAD	43 WITH	80 GO	117 USE
7 THERE	44 NO	81 UNTIE	118 AT
8 HOW	45 BALLOON	82 PUT	119 FORCE
9 TWO	46 FLOWER	83 WORK	120 EYES
10 MYSTERIES	47 BLOCK	84 ONE	121 THROUGH
11 ROBOPIRATE	48 IS	85 OUT	122 BRING
12 HOLD	49 BREATH	86 DARK	123 NEAR
13 SEND	50 OPEN	87 TIME	124 RIGHT
14 IT	51 PUSH	88 ROOMS	125 IF
15 WHAT	52 EAT	89 AND	126 EARTH
16 CURES	53 ADVENTURE	90 HAVE	127 USING
17 MANY	54 A	91 TREADMILL	128 NOT
18 DO	55 SWIMMERS	92 FLICKERING	129 GET
19 BLOODSTREAM	56 TO	93 TRANSPORTER	130 LIGHT
20 PLAY	57 YOURSELF	94 AROUND	131 DINOSAURS
21 THE	58 HYPERVENTILATE	95 PRESS	132 WILL
22 SURFACE	59 THEN	96 WHOLE	133 QUARTERS
23 PSYCHO	60 KILL	97 FIELD	134 EASY
24 CHANGE	61 AIR	98 MUST	135 CAN
25 LET	62 YOUR	99 TURN	136 USEFUL
26 ARE	63 CASE	100 BE	137 PLENTY
27 MEANS	64 PARENTS	101 WALK	138 FIX
28 CRUSH	65 #10	102 CLOSE	139 123
29 EXERCISE	66 YOU	103 OF	140 SHIP
30 SURVIVE	67 INTO	104 LOG	141 LOOK
31 CAVEMAN	68 PLANET'S	105 DEVICE	142 PASSWORD
32 STORE	69 HAPPENS	106 THIS	143 DISPLAY
33 ON	70 DIFFERENT	107 REALLY	144 474
34 FOUND	71 VACUUM	108 SAID	145 WOULD
35 RED	72 TIE	109 CARRY	146 SUGGESTED
36 UNDERWATER	73 CASE	110 AS	
37 DROP	74 BREATH	111 IGNORE	

***** ADVENTURE 12 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - MERCHANTS A PROBLEM?
63 34
- 2 - More help for above problem.
123 8 44 87 82
- 3 - Solution to above problem
7 38 86 70 22
- 4 - SHIP WON'T MOVE?
51 26 76 111
- 5 - More help for above problem.
20 8 3 53 94 114 53 88 23 30 88 26 43
37 44 38 10
- 6 - Solution to above problem.
26 43 9 35 77 88 40 102 1 59 18 35 50
97 44 125 52
- 7 - SCORPIONS A PROBLEM?
107 57 74
- 8 - More help for above problem.
98 51 58 57 28
- 9 - Solution to above problem.
103 95
- 10 - BOAT DRIFTS AWAY ON YOU?
110 89
- 11 - More help for above problem.
68 89 109 69 27
- 12 - Solution to above problem.
99 44 62
- 13 - STAIRS A PROBLEM?
23 30
- 14 - More help for above problem.
69 49 114 21
- 15 - Solution to above problem.
21 36 88 21 64 0
- 16 - STATUE A PROBLEM?
47
- 17 - More help for above problem.
65 56 96
- 18 - Solution to above problem
45 116 64 44 47 35 120 89
- 19 - CAN NOT FIND A PASSAGEWAY?
73
- 20 - More help for above problem.
23 93
- 21 - Solution to above problem.
16
- 22 - CAN NOT FIND TORCH OR OTHER THINGS?
89 114 109 44 24
- 23 - More help for above problem.
66
- 24 - Solution to above problem.
66 127 132 131 4 5 118 35 133 128 118
8 126 88 33 88 130 88 138 88 129
- 25 - DO NOT KNOW WHAT TO DO WITH THE STONES?
17
- 26 - More help for above problem.
98 11 124
- 27 - Solution to above problem.
2 46 6 33 19 55 17
- 28 - DO NOT KNOW WHAT TO DO WITH TABLET?
48 108 117 113 12
- 29 - More help for above problem.
120 44 17
- 30 - Solution to above problem.
99 108 109 44 91
- 31 - MOUNTAIN AND SUN A PROBLEM?
81 89
- 32 - More help for above problem.
119 44 92 84 44 80
- 33 - Solution to above problem.
81 15 119 44 92 6 44 14
- 34 - HAVE NOT FOUND THE GLOBE?
29 17 79 19 121 83 78 105 109 44 100
91
- 35 - More help for above problem.
40 44 91 72 78 14 35 15 122 101
- 36 - Solution to above problem.
120 44 41 13 121 83
- 37 - CAN NOT FIND CYCLOPS?
50 140 73
- 38 - More help for above problem.
138

- 39 - Solution to above problem
137 138 8 134 35 123 139 135
-
- 40 - CAN NOT GET BY THE CYCLOPS?
104
- 41 - More help for above problem
39 44 104
- 42 - Solution to above problem
103 136 35 39 44 104 88 42 61 114 36
90 71 64 88 115 60 55 32 25

-
- 43 - STILL CAN SAVE THE KING?
54
- 44 - More help for above problem
112 91
- 45 - Solution to above problem
67 44 54 97 44 91 6 44 31

• DICTIONARY •

- | | | | |
|--------------|---------------|--------------|----------------|
| 1 LIKE | 37 EVERYTHING | 73 ALTAR | 109 IN |
| 2 3 | 38 MERCHANTS | 74 SELF | 110 SECURE |
| 3 TELL | 39 BREAK | 75 EYES | 111 FLOATING |
| 4 ON | 40 TRY | 76 FREE | 112 LAST |
| 5 CAVE | 41 FOUNTAIN | 77 TELESCOPE | 113 WHERE |
| 6 OF | 42 BEWARE | 78 WHEN | 114 IS |
| 7 PAY | 43 NEED | 79 SHOULD | 115 SORRY |
| 8 TO | 44 THE | 80 PEAK | 116 STATUE |
| 9 COMPASS | 45 PUSH | 81 SAY | 117 SOME |
| 10 HAVE | 46 PIECES | 82 FIRST | 118 ISLAND |
| 11 WILL | 47 STAIRS | 83 PLOOSHES | 119 AT |
| 12 WET | 48 DEPOSIT | 84 NOT | 120 EXAMINE |
| 13 AFTER | 49 WORD | 85 WITH | 121 TWO |
| 14 MOUNTAIN | 50 LOOK | 86 BEFORE | 122 WERE |
| 15 SUN | 51 ARE | 87 PALACE | 123 GO |
| 16 PRAY | 52 NEST | 88 | 124 COMBINE |
| 17 TABLET | 53 WHICH | 89 IT | 125 CROWS |
| 18 EAST | 54 CHALICE | 90 MUST | 126 FIND |
| 19 MAKE | 55 A | 91 FOUNTAIN | 127 MORE |
| 20 HARD | 56 HUMPTY | 92 FOOT | 128 STRAND |
| 21 WALK | 57 YOUR | 93 DEVOUT | 129 TORCH |
| 22 GOODS | 58 GETTING | 94 WAY | 130 KEY |
| 23 BE | 59 SAIL | 95 SANDALS | 131 ONCE |
| 24 GROUND | 60 ITS | 96 DUMPTY | 132 THAN |
| 25 EVENT | 61 WHAT | 97 FROM | 133 ROCKY |
| 26 YOU | 62 ANCHOR | 98 THEY | 134 STALACTITE |
| 27 PLACE | 63 TAKE | 99 DROP | 135 PIT |
| 28 FEET | 64 DOWN | 100 RIGHT | 136 MASK |
| 29 SECOND | 65 REMEMBER | 101 USED | 137 TIE |
| 30 SPECIFIC | 66 DIG | 102 THINGS | 138 ROPE |
| 31 CYCLOPS | 67 FILL | 103 WEAR | 139 INTO |
| 32 RANDOM | 68 KEEP | 104 GLOBE | 140 BEHIND |
| 33 STONE | 69 ONE | 105 DROPPED | |
| 34 INVENTORY | 70 TAKING | 106 CLOSE | |
| 35 AND | 71 COME | 107 PROTECT | |
| 36 UP | 72 UNCOVERED | 108 THEM | |

***** ADVENTURE 13 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|---|
| 1 - CAN NOT GET IN THE CASTLE?
39 165 | 21 - Solution to above problem.
5 154 112 171 94 48 |
| 2 - More help for above problem
116 99 32 53 205 1 116 | 22 - HAVE NOT FOUND ANYTHING USEFUL
IN THE MOAT?
135 89 153 |
| 3 - Solution to above problem.
5 190 53 | 23 - More help for above problem.
153 |
| 4 - CAN NOT FIGURE OUT PLAIN ROOM?
58 94 106 | 24 - Solution to above problem.
174 107 45 94 79 |
| 5 - More help for above problem
85 94 106 | 25 - HAVE NOT FOUND ANYTHING USEFUL
IN THE KITCHEN?
14 |
| 6 - Solution to above problem
76 171 81 20 | 26 - More help for above problem.
163 14 |
| 7 - HAVE A PROBLEM WITH RATS?
139 143 81 53 128 | 27 - Solution to above problem
174 107 125 94 14 |
| 8 - More help for above problem
109 203 65 91 82 45 158 99 152 105
116 | 28 - HAVE NOT USED WICKED QUEEN'S
SPELL?
92 175 94 49 96 194 99 3 77 |
| 9 - Solution to above problem
188 81 33 171 64 170 94 53 189 | 29 - More help for above problem.
99 114 94 49 96 66 194 40 99 109 175
141 55 |
| 10 - PROBLEM WITH CHANDELIER?
58 160 | 30 - Solution to above problem.
5 49 171 94 74 185 |
| 11 - More help for above problem
108 94 67 98 172 109 194 188 81 53 | 31 - HAVE NOT FOUND BLISS?
61 |
| 12 - Solution to above problem
18 53 137 100 128 | 32 - More help for above problem
58 61 |
| 13 - HAVE NOT FOUND THE DRAGON YET?
8 101 94 193 16 | 33 - Solution to above problem
146 133 |
| 14 - More help for above problem
116 150 100 171 94 106 | 34 - DO NOT HAVE A CAN?
58 129 |
| 15 - Solution to above problem
76 83 | 35 - More help for above problem
135 109 72 94 106 |
| 16 - HAVE NOT FOUND THE LOFT?
52 | 36 - Solution to above problem
58 129 62 171 94 97 11 101 94 59 |
| 17 - More help for above problem
58 | 37 - HAVE NOT FOUND UNRAVEL YET?
193 16 |
| 18 - Solution to above problem
58 160 101 94 52 | 38 - More help for above problem
76 203 150 109 194 94 140 206 87 |
| 19 - CAN NOT REACH THE LOFT?
12 192 | 39 - Solution to above problem
9 171 94 20 43 94 140 24 81 111 |
| 20 - More help for above problem
143 94 48 95 201 53 194 10 179 162
128 | |

-
- 40 · RATS A PROBLEM?
188 94 69 45 120 81 53
- 41 · More help for above problem
139 143 45 41
- 42 · Solution to above problem.
5 122
-
- 43 · CAN NOT GET THROUGH THE STONE DOOR?
116 150 138 53 171 164
- 44 · More help for above problem
188 53 42 7 95 80 101 197 90
- 45 · Solution to above problem
101 94 14 174 107 95 71 118 109 208
-
- 46 · STILL CAN NOT GET THOUGH STONE DOOR?
139 30 80 101 94 90 139 51
- 47 · More help for above problem
180 94 204 42 94 129
- 48 · Solution to above problem
174 107 70 101 94 123 186 174 93 186
5 190 171 6 22
-
- 49 · CAN NOT CROSS LAVA?
188 69 45 158 99 64 105 116
- 50 · More help for above problem
54
- 51 · Solution to above problem
5 13 45 177
-
- 52 · CAN NOT DRY OUT TOWEL?
56
- 53 · More help for above problem
28
- 54 · Solution to above problem
66 29 208 17 167 139 171 28
-
- 55 · HAVING PROBLEMS WITH FOUNTAIN?
58 78
- 56 · More help for above problem
188 94 69
- 57 · Solution to above problem.
109 203 94 78 170 199
-
- 58 · FOUNTAIN STILL A PROBLEM?
99 203 94 37 170 121
- 59 · More help for above problem
192 53 95 47 136
- 60 · Solution to above problem
161 53 95 17 206 168
-
- 61 · CAN NOT GET CAN?
142 50
- 62 · More help for above problem
142 110
-
- 63 · Solution to above problem
192 53 137 155 152 117
-
- 64 · HAVE NOT GOTTEN INTO BOX?
163 60
- 65 · More help for above problem.
188 192
- 66 · Solution to above problem
5 38
-
- 67 · HAVE NOT FIGURED A USE FOR FIRE?
109 137 26 88
- 68 · More help for above problem
109 137 26 103
- 69 · Solution to above problem
135 115 109 157 94 124 101 81 25 35
-
- 70 · HAVE NOT FOUND FIREFLY SPELL?
134
- 71 · More help for above problem
58 134
- 72 · Solution to above problem
116 109 4
-
- 73 · DRAGON STILL A PROBLEM?
135 105 101 159 170 94 69
- 74 · More help for above problem
104
- 75 · Solution to above problem.
145 68 21 104
-
- 76 · CAN NOT LEAVE LOFT?
109 203 150 151 176
- 77 · More help for above problem.
73 194 192 44
- 78 · Solution to above problem.
5 13 95 73
-
- 79 · DRAGON STILL A PROBLEM?
139 143 166 34 139 207 150 202 130
139 30 149
- 80 · More help for above problem
36 34 30 15 156 72 94 193 16
- 81 · Solution to above problem
109 203 101 94 132 16
-
- 82 · DRAGON STILL A PROBLEM?
94 34 203 94 148 101 94 16
- 83 · More help for above problem.
181 94 148 45 94 134
- 84 · Solution to above problem
200 11 142 94 148 157 94 134
-
- 85 · HAVE NOT DONE ANYTHING WITH THE STAIRS?
5 38 171 94 187 63
-

86 - More help for above problem.
94 122 53 203 46 42 184 196 27 94 131
194 19 169 116 139 75 139 206

87 - Solution to above problem
57 122 139 30 31 94 131 126

88 - DO NOT KNOW WHERE TO STORE THE STARS?
147

89 - More help for above problem.
53

90 - Solution to above problem.
5 38

91 - CAN NOT RETRIEVE THINGS FROM MOAT BOTTOM WITHOUT WASTING A SPELL?
151 203 86 194 113 195 105 137 100
173 128

92 - More help for above problem.
23 179 45 182 81 127 198 190 194 109
119 208 194 102 30 139 167 94 86 53

93 - Solution to above problem.
5 13

94 - DO NOT KNOW WHERE TO USE FIRE SPELL?
147

95 - More help for above problem.
99 191 2 81 147

96 - Solution to above problem.
5 18 171 81 84

97 - CAN NOT GET ALL STARS INTO TREASURE LOCATION?
109 137 39 195 178

98 - More help for above problem.
188 94 195 144 53

99 - Solution to above problem.
5 183 128

100 - NEED TO GET IN THE BOX?
5 38

101 - More help for above problem.
135 81 184 47 224 43 216

102 - Solution to above problem.
142 60 55 170 104

103 - CAN NOT OPEN THE CAN?
60

104 - More help for above problem.
19 116 139 215 116 109

105 - Solution to above problem.
188 209 30 221 101 94 60

106 - WARNING WHAT FOLLOWS ARE SOLUTIONS AND NOT HINTS! ARE YOU NOT SURE OF PROCEDURE TO USE SPELLS IN?
5 13 214 157 123 79

107 - More help for above problem.
18 157 84

108 - Solution to above problem.
122 223 131 186 101 95 208 170 217
126

109 - MORE SOLUTIONS?
57 210 208 170 123 186 163 45 104
186 45 28

110 - More help for above problem.
45 149 227 225 84 188 38 45 149 101

111 - Solution to above problem.
188 183 45 149 208 186 163 45 78 0

112 - MORE SOLUTIONS?
163 107 94 226 218 95 149 220 222 95
183 213 45 84

113 - More help for above problem.
211 101 219 35 45 149 81 222

114 - Solution to above problem.
211 101 94 212 45 149 151 222

• DICTIONARY •

1 WOULD	58 EXAMINE	115 CASTING	172 TAKING
2 UP	59 COURTYARD	116 DO	173 WELL
3 FAIRY	60 BOX	117 AIM	174 SWIM
4 AGAIN	61 KITCHEN	118 FIGURE	175 WAS
5 CAST	62 EITHER	119 POPS	176 FAR
6 STONE	63 STAIRS	120 TEST	177 CROSS
7 DRAWBRIDGE	64 SOME	121 YOUNG	178 TRIPS
8 PLAY	65 TOO	122 LYCANTHROPE	179 TRYING
9 PULL	66 HAVE	123 MOAT	180 MAP
10 START	67 ROPE	124 LEVER	181 DELIVER
11 OR	68 POTION	125 THROUGH	182 SQUEEZE
12 TAKES	69 MIRROR	126 HOLE	183 YOHO
13 BLISS	70 TWICE	127 WATER	184 MORE
14 DRAIN	71 YOU'LL	128 HERE	185 GLASS
15 BE	72 NEAR	129 CASTLE	186 THEN
16 ROOM	73 JUMP	130 KNOW	187 WOODEN
17 TOWEL	74 BROKEN	131 RATS	188 USE
18 FIRE	75 THINK	132 DUSTY	189 NAMES
19 HOW	76 PUSH	133 CABINETS	190 SEED
20 WALL	77 TALE	134 DRAGON	191 MAKES
21 FROM	78 FOUNTAIN	135 TRY	192 MAGIC
22 DOOR	79 BOTTOM	136 DEVICE	193 PLAIN
23 PICTURE	80 COME	137 WILL	194
24 AS	81 A	138 WASTE	195 TWO
25 DARK	82 PERHAPS	139 YOU	196 THAN
26 BURN	83 FLOOR	140 NICHES	197 ANOTHER
27 SCARING	84 TREE	141 MADE	198 MELON
28 LAVA	85 MOVE	142 THROW	199 YOUTH
29 WRUNG	86 RIGHT	143 NEED	200 BLOW
30 CAN	87 HANDY	144 TRIP	201 ASSOCIATED
31 ENTER	88 THINGS	145 DRINK	202 EVEN
32 ANY	89 GOING	146 OPEN	203 IS
33 DICTIONARY	90 WAY	147 FOREST	204 DIRECTIONS
34 ITEM	91 EARLY	148 DUST	205 CASTER
35 PLACE	92 WHO	149 GET	206 ARE
36 THIS	93 EAST	150 NOT	207 MAY
37 OPPOSITE	94 THE	151 THAT	208 OUT
38 PERME	95 AND	152 YOUR	209 METAL
39 TAKE	96 QUEEN	153 DEEPER	210 GETTING
40 REMEMBER	97 BRIDGE	154 LIGHT	211 DIG
41 TRANSFORM	98 WITHOUT	155 IMPROVE	212 FIELD
42 FOR	99 WHAT	156 FOUND	213 BACK
43 USING	100 WORK	157 AT	214 WHEN
44 USEFUL	101 IN	158 SEE	215 NORMALLY
45 TO	102 SO	159 FRONT	216 GRAVITY
46 GOOD	103 WOOD	160 CEILING	217 THEIR
47 MUNDANE	104 LOFT	161 METHUS	218 SHAFT
48 CHANDELIER	105 SPELLS	162 THEM	219 OBVIOUS
49 WICKED	106 WALLS	163 GO	220 LAST
50 SOMETHING	107 DOWN	164 ENTRY	221 OPENER
51 LEFT	108 REMOVE	165 INVENTORY	222 STAR
52 BALLROOM	109 IT	166 AN	223 BY
53 SPELL	110 BRICKS	167 WITH	224 APPROACH
54 HAPPY	111 HANDLE	168 NEEDED	225 INTO
55 OFF	112 WHILE	169 BIG	226 AIR
56 HEAT	113 BUT	170 OF	227 STARS
57 AFTER	114 DID	171 ON	

***** ADVENTURE 14 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|---|
| 1 - CAN'T GET ANYWHERE?
12 34 | 21 - Solution to above problem
59 123 |
| 2 - More help for above problem.
140 121 45 109 38 120 | 22 - NO LIGHT IN THE CRACK?
74 37 78 68 87 86 |
| 3 - Solution to above problem
153 65 | 23 - More help for above problem.
23 38 114 27 119 44 124 68 94 70 97 |
| 4 - EVERYTHING IS FUZZY?
140 122 106 130 126 | 24 - Solution to above problem
91 36 9 115 47 91 36 38 60 81 38 57
109 119 60 |
| 5 - More help for above problem
20 10 140 10 129 140 101 63 79 | 25 - CAN'T OPEN THE BOX?
91 36 38 57 109 119 60 |
| 6 - Solution to above problem
13 29 | 26 - More help for above problem.
91 36 38 60 109 119 135 |
| 7 - ALARM CLOCK NOT TO BE FOUND?
46 | 27 - Solution to above problem
63 119 69 49 64 |
| 8 - More help for above problem.
3 137 91 51 42 140 65 | 28 - CAN'T DO ANYTHING WITH THE FAN?
8 113 136 |
| 9 - Solution to above problem.
54 93 132 116 109 119 96 | 29 - More help for above problem.
73 110 119 85 |
| 10 - GONE JUST ABOUT EVERYWHERE (YOU THINK)?
91 121 9 77 132 95 75 | 30 - Solution to above problem
91 36 38 40 50 119 85 |
| 11 - More help for above problem.
111 153 143 | 31 - HAVE NOT FOUND A SCREWDRIVER?
35 124 |
| 12 - Solution to above problem.
53 134 119 52 | 32 - More help for above problem
111 35 |
| 13 - STILL NO WHERE TO GO?
118 119 120 138 136 | 33 - Solution to above problem
140 72 38 182 |
| 14 - More help for above problem.
3 148 38 150 81 145 146 | 34 - CAN'T WEAR GLASSES WITH THE MASK?
8 119 29 |
| 15 - Solution to above problem.
111 150 | 35 - More help for above problem.
139 119 22 66 119 29 |
| 16 - CAN'T GET TO THE SUMMIT OF THE HILL?
118 119 138 136 | 36 - Solution to above problem.
111 35 109 119 35 124 |
| 17 - More help for above problem.
71 27 93 | 37 - CAN NOT FIND ALGAE?
144 149 148 1 |
| 18 - Solution to above problem.
59 65 93 36 17 41 26 | 38 - More help for above problem
140 147 152 8 151 20 140 10 152 122 |
| 19 - CAN'T GET OFF THE SUMMIT?
56 100 140 51 103 102 | 39 - Solution to above problem.
153 142 81 8 142 |
| 20 - More help for above problem
140 100 61 50 38 123 | 40 - CAN NOT FIND BOOKLET?
94 56 140 177 |

- 41 · More help for above problem
169 163 191 174 0
 - 42 · Solution to above problem
12 34 81 180 76 109 145 146

 - 43 · GLUE A PROBLEM?
8 119 1
 - 44 · More help for above problem
118 119 182
 - 45 · Solution to above problem.
84 119 18 112 117 93

 - 46 · HAVE NOT FOUND RUM?
205 197 209
 - 47 · More help for above problem.
72 38 201 196 208
 - 48 · Solution to above problem
139 199 203 81 205 197 209

 - 49 · CAN'T WORK WITH SOME OBJECTS?
8 119 39 136
 - 50 · More help for above problem
83 24 38 99 55 10 93
 - 51 · Solution to above problem
12 93

 - 52 · CLOCK DRIVING YOU CRAZY?
82 32 116
 - 53 · More help for above problem
8 30 2 90 119 19
 - 54 · Solution to above problem
93 6 132 108 140 105 93

 - 55 · HAVE NOT FOUND MAP?
93 36 109 119 198
 - 56 · More help for above problem
181
 - 57 · Solution to above problem
139 154 66 181 81 8 181

 - 58 · CAN NOT SAIL SHIP?
72 179 81 114
 - 59 · More help for above problem
153 35 200
 - 60 · Solution to above problem
111 35 124 81 193 35 81 122 114 109
195 81 179 110 194 162 202 206

 - 61 · THINGS REAL DARK AFTER YOUR TRIP?
199
 - 62 · More help for above problem
58
 - 63 · Solution to above problem
207 40 197 199

 - 64 · FUEL AND BATTERY RUNNING LOW?
35 124 36 119 80
- 65 · More help for above problem
131 122 67 81 89
 - 66 · Solution to above problem
73 15 81 73 58 156 204 102 199 40

 - 67 · DOCK · CAN'T DO ANYTHING?
53 134 119 211
 - 68 · More help for above problem
73 110 119 133
 - 69 · Solution to above problem
7 122 107

 - 70 · CAN NOT FIND OYSTER OR COINS?
104 102 119 128
 - 71 · More help for above problem
4 119 128
 - 72 · Solution to above problem
12 119 128

 - 73 · OYSTER AND SNAILS TROUBLE?
73 110 119 21
 - 74 · More help for above problem.
73 65 16 14 109 119 25
 - 75 · Solution to above problem.
21 11 119 125

 - 76 · MISSING EARRINGS OR RARE STAMPS?
179 148 190
 - 77 · More help for above problem
94 108 158 36 152 157
 - 78 · Solution to above problem
8 167 179 164

 - 79 · MISSING RARE PAINTING?
94 119 17 181 140 122 184
 - 80 · More help for above problem
156 119 154 36 132
 - 81 · Solution to above problem
8 181 164

 - 82 · DO YOU KEEP RUINING PAINTING?
176 119 161
 - 83 · More help for above problem
140 72 119 172 88 160
 - 84 · Solution to above problem
118 172 88

 - 85 · CAN NOT GET BACK THROUGH POR-
THOLE WITH LOOT?
213 36 212
 - 86 · More help for above problem
94 215 211 132 119 19 140 210 93 112
 - 87 · Solution to above problem
111 214

88 - CAN NOT FIND WHERE TO STORE TREASURES?

155 159 168 19

89 - More help for above problem

147 17 187 173 66 134 52

90 - Solution to above problem.

53 134 19 0

91 - STILL CAN NOT FIND WHERE TO STORE TREASURES?

66 134 52 73 65 81 170 169 163 191 62

92 - More help for above problem.

189 175

93 - Solution to above problem

4 19 53 188

94 - STILL CAN NOT FIND WHERE TO STORE TREASURES?

140 147 186 153 171 51 56 140 184 178

95 - More help for above problem.

129 140 147 152 111 51 119 192 162 119 192 183 166

96 - Solution to above problem.

165 185 81 84 109 155 159 81 84 171 91

* DICTIONARY *

1 ALGAE
2 SIDES
3 ITS
4 TOUCH
5 MOVE
6 TURNS
7 DOCKS
8 EXAMINE
9 NO
10 DO
11 OPENS
12 FEEL
13 WEAR
14 CINERA
15 FUEL
16 UROSALPINK
17 ONLY
18 GLUE
19 BOAT
20 WHAT
21 SNAIL
22 LENS
23 DRAW
24 WOULD
25 DICTIONARY
26 FEET
27 FOR
28 RIGHT!!!
29 GLASSES
30 ALL
31 THATS
32 TILL
33 JUP
34 AROUND
35 ENGINE
36 IS
37 ADV
38 A
39 OBJECTS
40 BUTTON
41 B
42 WAKE
43 GODLYNESS
44 DARK
45 ASLEEP
46 LISTEN
47 BUT
48 SQUINT
49 ABOUT
50 ON
51 TO
52 WATER
53 SWIM
54 TURN

55 MAN
56 WHERE
57 HAMMER
58 BATTERY
59 JUMP
60 SMED
61 STANDING
62 NEXT
63 SEE
64 LIGHT
65 UP
66 FROM
67 GUAGES
68
69 CLUE
70 DIFFERENT
71 REACH
72 NEED
73 LOOK
74 REMEMBER
75 ISLANDS
76 MATTRESS
77 SHARKS
78 #2
79 WELL
80 KEY
81 AND
82 WAIT
83 HOW
84 DROP
85 CEILING
86 ADVENTURE
87 PIRATES
88 BOOK
89 INDICATORS
90 OF
91 THERE
92 DIVING
93 IT
94 TRY
95 THESE
96 GAME
97 DIRECTIONS
98 MASK
99 BLIND
100 WERE
101 CAN T
102 WITH
103 BEGIN
104 PLAY
105 FIND
106 BAD
107 PLINGS
108 WHEN

109 IN
110 AT
111 GO
112 BEFORE
113 THINGS
114 MAP
115 LIGHT
116 LATER
117 USING
118 READ
119 THE
120 BED
121 ARE
122 HAVE
123 LEDGE
124 ROOM
125 OYSTER
126 SIGHT
127 CLEANLYNESS
128 SILT
129 IF
130 EYE
131 ENGINES
132 OFF
133 BEAMS
134 UNDER
135 CRACK
136 CAREFULLY
137 JUST
138 DESCRIPTION
139 REMOVE
140 YOU
141 DOCK
142 ROCK
143 WEI
144 ROCKY
145 BOTTOM
146 BUNK
147 CAN
148 HAS
149 BEACH
150 TOP
151 CLOSELY
152 NO?
153 GET
154 FRAME
155 SMUGGLERS
156 AFTER
157 ACTIVE
158 HE
159 HOLD
160 FIRST
161 PORTHOLE
162 THEN

163 VISUAL
164 TWICE
165 TAKE
166
167 SLEEPING
168 INSIDE
169 NON
170 USE
171 TREASURES
172 RARE
173 REACHED
174 HELPS
175 AROUND
176 OUT
177 STARTED
178 CLOCK
179 PIRATE
180 LIFT
181 PAINTING
182 BOOKLET
183 MUST
184 FOUND
185 SIGN
186 NEVER
187 BE
188 OPENING
189 FELL
190 THEM
191 SENSE
192 MOUNTAIN
193 START
194 HELM
195 HAND
196 LIKE
197 BY
198 CABIN
199 FAN
200 GOING
201 SHOVEL
202 SAIL
203 BLADE
204 PLAYING
205 DIG
206 SHIP
207 PUSH
208 IMPLEMENT
209 HILL
210 DID
211 ROUTE
212 CORRECT
213 THAT
214 SEA
215 ANOTHER

***** ADVENTURE HULK HINTS AND SOLUTIONS *****

Copyright 1984 Marvel Comics Group, a division of Cadence Industries Corporation. All Rights Reserved.
The Hulk, Ultron, Ant-Man, Dr. Strange, and the distinctive likenesses thereof are trademarks of the Marvel Comics Group and are used with permission.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|--|
| 1 · Can not get loose from chair??
4 83 47 13 167 66 26 | 21 · Solution to above problem
24 137 167 139 15 178 171 136 97 |
| 2 · More help for above problem
144 83 162 174 94 | 22 · Found nothing in dome by the small holes??
174 102 49 161 135 142 |
| 3 · Solution to above problem
5 67 | 23 · More help for above problem
77 |
| 4 · Can not leave the dome??
9 170 | 24 · Solution to above problem
66 26 |
| 5 · More help for above problem.
125 54 177 | 25 · Ant's a problem?
89 54 176 107 171 125 72 31 83 162 |
| 6 · Solution to above problem
9 170 120 9 63 | 26 · More help for above problem
115 83 134 157 174 102 10 118 135 61 125 |
| 7 · High gravity getting you down??
51 52 | 27 · Solution to above problem
53 134 |
| 8 · More help for above problem
88 157 112 | 28 · Having problem with bees or can not find bees??
176 54 101 128 85 84 152 62 104 85 |
| 9 · Solution to above problem
121 112 120 5 67 120 9 63 | 29 · More help for above problem
124 70 11 37 |
| 10 · Have not scored any points?
58 54 163 45 86 101 36 7 91 | 30 · Solution to above problem
24 173 167 147 |
| 11 · More help for above problem
149 100 | 31 · Still having problem with bees?
24 85 |
| 12 · Solution to above problem
74 58 101 149 100 120 6 50 | 32 · More help for above problem
30 98 155 22 |
| 13 · Can not find anything but underground room, field and same dome??
145 72 | 33 · Solution to above problem
59 70 82 85 30 63 85 |
| 14 · More help for above problem
166 | 34 · Can not keep Dr. Strange in one place?
51 52 65 |
| 15 · Solution to above problem
166 85 68 125 40 128 85 120 9 73 | 35 · More help for above problem
19 45 35 171 164 82 174 102 |
| 16 · Matter energy egg a problem?
139 15 178 | 36 · Solution to above problem
5 67 132 101 2 85 15 113 164 82 174 102 |
| 17 · More help for above problem
125 54 106 79 | 37 · Can not figure out what Dr. Strange showed you??
24 103 |
| 18 · Solution to above problem
125 41 95 136 97 111 | |
| 19 · Can not get out of underground room??
24 159 | |
| 20 · More help for above problem
92 127 | |

- 38 - More help for above problem.
4 12
- 39 - Solution to above problem
71 78 157 116
-
- 40 - Can not figure out what to do with Dr Strange now??
123 28
- 41 - More help for above problem
146 35
- 42 - Solution to above problem
33 131
-
- 43 - Have not found more than 1 gem in any field??
29 135 95 61 168
- 44 - More help for above problem
55 99
- 45 - Solution to above problem
55 138 120 9 138 120 55 129 65
167 65 119
-
- 46 - Do not understand what Dr Strange told you??
113 135 108 125 155 122 125 42
95 56
- 47 - More help for above problem
36 109 36 52 18 36 10 36 52 18
- 48 - Solution to above problem
4 36 143 131 153 171 66 90 109
64 24 69 84
-
- 49 - Having problem with ring in first dome??
103 41 93 48
- 50 - More help for above problem.
52 41 42 103
- 51 - Solution to above problem
4 148 131 153 120 133 103
-
- 52 - Strange did not give you a gem??
123 28
- 53 - More help for above problem
152 82 35
- 54 - Solution to above problem
33 131 15 113 158
-
- 55 - Underground room has you stumped??
52
- 56 - More help for above problem.
24 137
-
- 57 - Solution to above problem.
123 52 167 150 32
-
- 58 - Chief Examiner is a problem??
130 35 80
- 59 - More help for above problem.
24 156 101 137
- 60 - Solution to above problem.
24 96 120 66 165 120 9 14 171
114 171 117
-
- 61 - Ultron a problem??
24 27
- 62 - More help for above problem.
126
- 63 - Solution to above problem
126 76 167 3
-
- 64 - Ants still a problem??
115 103 110
- 65 - More help for above problem.
25 124
- 66 - Solution to above problem
20 87 167 53 134
-
- 67 - Ants still a problem?
60 57
- 68 - More help for above problem.
131 167 12
- 69 - Solution to above problem.
66 116 167 71 44
-
- 70 - Can not help Ant-man??
149 100
- 71 - More help for above problem.
43 169
- 72 - Solution to above problem.
53 134 120 20 87 120 71 44 157
116 120 66 34 120 9 149 100 120
9 46 120 9 39
-
- 73 - Still missing 3 or 4 gems??
99 155 140
- 74 - More help for above problem.
23 85
- 75 - Solution to above problem.
8 52 75 175 64 167 55 151 140
101 175 38
-
- 76 - Bio gem still being destroyed?
52 41 1 103 84 24 160 84

77 - More help for above problem
148 41 125 42 157 81 160 72
78 - Solution to above problem
52 21 160
79 - Bio gem still getting ruined??
24 165

80 - More help for above problem
42 130 103 16 154 172
81 - Solution to above problem
42 95 66 141 165 15 103 135 36
105 17 179

• DICTIONARY •

1 SAVE	46 NORTH	91 PLACE	136 SOLVE
2 EMPTY	47 ALTER	92 LOOK	137 ROOM
3 ULTRON	48 OUT	93 COME	138 HOLE
4 REMEMBER	49 NON	94 PAIN	139 WAIT
5 BITE	50 SCORE	95 NOT	140 HOLES
6 TYPE	51 BECOME	96 DESK	141 BIO
7 RIGHT	52 HULK	97 THIS	142 HEEP
8 AS	53 CLOSE	98 POSITION	143 NAME
9 GO	54 ARE	99 ALOT	144 GIVE
10 STRONGER	55 DIG	100 AREA	145 SAME
11 WILL	56 LIKE	101 IN	146 QUERY
12 BEES	57 THEM	102 THING	147 THINK
13 EGO	58 GEMS	103 IT	148 WHAT
14 DOOR	59 WAVE	104 EACH	149 FUZZY
15 UNTIL	60 SEAL	105 VERY	150 SCRATCH
16 ANY	61 ON	106 TOO	151 DEEP
17 LAST	62 TRYING	107 GETTING	152 KEEP
18 GETS	63 OUTSIDE	108 TELLING	153 SAID
19 WATCH	64 DOMES	109 MADDER	154 WHERE
20 HOLD	65 AGAIN	110 UP	155 OF
21 EAT	66 GET	111 NOW	156 EVERYTHING
22 STRENGTH	67 LIP	112 BUTTON	157 WITH
23 UNDER	68 WHENEVER	113 HE	158 DOES
24 EXAMINE	69 MIRROR	114 RETURN	159 THINGS
25 USE	70 FAN	115 COVER	160 EGG
26 MAD	71 PLUG	116 WAX	161 MATERIAL
27 CAGE	72 ?	117 COMPUTER	162 SELF
28 FRIENDLY	73 WEST	118 THAT	163 GOOD
29 OTHER	74 DROP	119	164 POINT
30 FROM	75 LIFT	120 THEN	165 GEM
31 PROTECT	76 ANT-MAN	121 PUSH	166 ENTER
32 WALL	77 ASTRAL	122 SOMETHING	167 AND
33 ASK	78 OUTLET	123 BE	168 TOP
34 ANTS	79 EARLY	124 HAND	169 FRIENDS
35 HIM	80 ALONE	125 YOU	170 EAST
36 THE	81 AN	126 TALK	171 TO
37 HELP	82 AT	127 AROUND	172 ELSE
38 FIELDS	83 YOUR	128 A	173 MESH
39 CRACK	84	129 DOWN	174 SOME
40 SEE	85 DOME	130 LEAVE	175 ALL
41 CAN	86 POINTS	131 STRANGE	176 THEY
42 DO	87 NOSE	132 WHILE	177 INSIDE
43 LITTLE	88 PLAY	133 PULL	178 LATER
44 EARS	89 HOW	134 EYES	179 TREASURE
45 FOR	90 EVEN	135 IS	

*******ADVENTURE BUCKAROO BANZAI™*******
*******HINTS AND SOLUTIONS*******

© 1984 TWENTIETH CENTURY FOX FILM CORPORATION AND SHERWOOD PRODUCTIONS, INC.
 TM DESIGNATES A TRADEMARK OF SHERWOOD PRODUCTIONS, INC.

**Read the questions until you get where you are stuck.
 The numbers underneath refer to the dictionary listed at the end.
 Match each number with its associated word and you'll find an
 Adventure clue or solution!**

- | | |
|--|---|
| 1 - CANT GO DOWN THE STAIRS??
153 81 124 171 2 121 8 56 125 168. | 18 - Solution to above problem
137 2 131 244 2 152 135 66 81
200 |
| 2 - More help for above problem.
56 104 43 56 170 | |
| 3 - Solution to above problem
2 104 43 244 2 28 171 2 61 232 15 | 19 - CAN'T GET RADIO TO WORK EVEN
WITH THE BATTERY??
62 23 2 200 |
| 4 - CANT GET GAS AT THE STATION??
143 43 183 132 192 2 145 70 | 20 - More help for above problem.
38 40 46 100 208 244 |
| 5 - More help for above problem
2 209 25 100 153 229 218 230 2
161 195 | 21 - Solution to above problem
136 2 200 171 2 18 |
| 6 - Solution to above problem
102 25 100 153 20 2 245 87 153 87
2 145 | 22 - STILL HAVING PROBLEMS WITH THE
BATTERY??
20 2 223 |
| 7 - THE HOSE FROM THE HAND PUMP
WON'T REACH THE GASOLINE??
97 159 2 87 41 44 236 75 41 | 23 - More help for above problem.
2 200 234 229 118 189 242 148
132 2 179 |
| 8 - More help for above problem
137 2 29 40 | 24 - Solution to above problem
20 2 60 33 153 36 2 200 153 2
132 116 216 2 206 126 102 148
177 242 |
| 9 - Solution to above problem
155 2 83 41 230 2 40 153 2 245 87 | |
| 10 - CAN'T MAKE THE CAR GO??
62 23 2 115 | 25 - CAN'T FIND A CONTAINER FOR THE
GASOLINE??
137 2 142 173 |
| 11 - More help for above problem
37 146 2 83 114 85 | 26 - More help for above problem.
143 169 140 204 171 2 3 56 93
117 66 56 59 |
| 12 - Solution to above problem
74 2 222 64 66 39 37 102 212 | 27 - Solution to above problem.
137 2 59 230 2 3 |
| 13 - CAN'T GET THE RADIO TO WORK??
65 71 242 | 28 - CAN'T FIND THE BAUXITE??
110 43 162 171 53 112 1 171 34 |
| 14 - More help for above problem
2 179 105 56 200 66 213 42 62
171 2 179 225 | 29 - More help for above problem.
137 2 103 |
| 15 - Solution to above problem
138 179 153 225 66 36 242 153 42
66 200 | 30 - Solution to above problem.
22 4 30 2 6 |
| 16 - CAN'T FIND A BATTERY??
56 73 172 43 56 5 164 153 212 40
46 | 31 - CAN'T GET ABOVE THE LEDGE??
212 56 151 |
| 17 - More help for above problem.
26 244 2 152 135 | 32 - More help for above problem.
47 151 188 238 20 180 202 |

- 33 - Solution to above problem
176 171 2 82 81 2 161 12 154 66
20 242 227 151
-
- 34 - CAN'T GET THE PHONE LINE??
153 81 56 45 216 2 154 8 242 190
171 140 31
- 35 - More help for above problem.
176 182 178 211 181
- 36 - Solution to above problem.
176 140 79 58 171 2 82 199 190 2
166 171 51 58 66 219 2 166 157
-
- 37 - FOUND THE BAUXITE, BUT CAN'T GET IT??
56 101 158 148 229 167 153 138
239 241
- 38 - More help for above problem.
133 157 56 130 153 81 2 158 78
232 2 6
- 39 - Solution to above problem.
186 2 154 153 2 158 189 35 2 154
199 219 2 158 78 129
-
- 40 - CAR EXPLODES WHEN YOU PRESS THE STARTER??
2 40 96 232 29 83 196 145
- 41 - More help for above problem.
80 102 63 2 83 41 214 111 242
153 87 2 145
- 42 - Solution to above problem.
2 145 234 229 233 230 2 83 41
171 2 18
-
- 43 - THE CAR JUST IDLES WHEN I START IT!
56 40 127 153 26 160 134 122 229
69 215 2 16 43 74
- 44 - More help for above problem.
119 2 16
- 45 - Solution to above problem
2 16 234 229 11 199 2 156 141 47
102 203 2 40 153 149
-
- 46 - CAN'T SEEM TO GET THE BATTERY CHARGED??
46 144 57 47 2 40 27 169 98 153
43 54
- 47 - More help for above problem.
81 2 29 40 54
- 48 - Solution to above problem.
2 29 40 25 77 126 102 148 144 2
200
-
- 49 - CAN'T SEEM TO MAKE THE RADIO DO ANYTHING EXCEPT COUNTDOWN??
153 32 2 210 8 89 56 228 123 2
179
- 50 - More help for above problem.
2 210 43 226 56 179 184 174 43
90 92 179 120 230 86 242
- 51 - Solution to above problem.
20 2 29 40 153 26 244 2 103 126
102 148 32 2 184 126 2 210 25 72
92 128
-
- 52 - AFTER DRIVING INTO THE MOUNTAIN, EVERYTHING GOES DARK??
165 153 240 19 2 94 88 227 2 173
- 53 - More help for above problem.
102 217 56 125 168
- 54 - Solution to above problem.
243 2 104
-
- 55 - CAN'T FIGURE OUT HOW TO TURN OFF THE RFI SHIELD??
137 2 210
- 56 - More help for above problem
37 220 2 185 201
- 57 - Solution to above problem.
139 2 67 232 2 210 66 22 37 150
153 2 185
-
- 58 - CAN'T FIND THE CATALYST??
194 197 162 242
- 59 - More help for above problem.
235 207 55 125
- 60 - Solution to above problem.
52 2 231 216 106 95
-
- 61 - CAN'T FIND THE SAFE??
52 244 2 198 108
- 62 - More help for above problem.
137 2 107
- 63 - Solution to above problem.
149 2 107
-
- 64 - CAN'T OPEN THE SAFE??
242 8 56 9
- 65 - More help for above problem.
196 2 9 230 2 28
- 66 - Solution to above problem.
2 9 153 235 7 76 230 244 2 103
-
- 67 - FLASHLIGHT RUNS OUT??
46 237 193 126 147
- 68 - More help for above problem.
68 169 196 224

69 - Solution to above problem.
237 20 2 104 215 84 21

70 - ALWAYS GET KILLED ON THE
FREEWAY??

92 17 48 164 244 235 187

71 - More help for above problem.
143 43 183 50 153 113 187

72 - Solution to above problem.
13 10 2 175

73 - DON'T UNDERSTAND WHY I'M HERE??
153 221 56 49

74 - More help for above problem.
153 32 56 210

75 - Solution to above problem.
24

* DICTIONARY *

1 MINED	41 HOSE	81 GET	121 DARK
2 THE	42 ANTENNA	82 FIELD	122 WOULD
3 LAB	43 IS	83 FUEL	123 THRU
4 WHATS	44 BY	84 ABSOLUTELY	124 AROUND
5 GOOD	45 SECTION	85 SAY	125 LIGHT
6 LEDGE	46 BATTERIES	86 REACHING	126 SO
7 SAFE	47 IF	87 PUMP	127 DESIGNED
8 REQUIRES	48 TAKES	88 PROBLEM	128 COMMANDS
9 KEY	49 DISASTER	89 TRANSMITTING	129 BEHIND
10 OFF	50 REASON	90 BLOCKING	130 WAY
11 CLOSED	51 BOTH	91 STORE	131 TRASHPILE
12 PHONE	52 ITS	92 YOUR	132 POWER
13 STAY	53 VEINS	93 MIXING	133 FIGURE
14 VEINS.	54 RUNNING	94 SAME	134 MPH
15 HICKORY	55 EMITS	95 FLUID	135 BOOTH
16 COCKPIT	56 A	96 RUNS	136 FILL
17 MISSION	57 FASTER	97 CONSIDER	137 EXAMINE
18 LAKE	58 HOLES	98 ATTACHED	138 TAKE
19 LIKE	59 STAIRCASE	99 FOUNTAIN	139 FLIP
20 USE	60 JUMPER	100 HAVE	140 TWO
21 NECESSARY	61 HOUSE	101 CLIMBERS	141 PRESSED
22 SEE	62 LOOK	102 YOU	142 BASEMENT
23 AT	63 REPLACE	103 MOUNTAIN	143 THERE
24 SLEEP	64 COMPARTMENT	104 FLASHLIGHT	144 CHARGE
25 WILL	65 TRY	105 NEEDS	145 GASOLINE
26 GO	66 AND	106 GLOWING	146 DOES
27 THEY	67 SWITCH	107 TABLE	147 LONG
28 TOOLBOX	68 THESE	108 OFFICE	148 CAN
29 JET	69 DANGEROUS	109 VEINS	149 MOVE
30 ABOVE	70 PUMPS	110 BAUXITE	150 HAPPENS
31 PLACES	71 EXAMINING	111 USING	151 ROPE
32 DISARM	72 RECEIVE	112 USUALLY	152 CASHIERS
33 CABLES	73 SERVICE	113 LEAVE	153 TO
34 MOUNTAINS	74 OPEN	114 GAUGE	154 LINE
35 CLIMBING	75 ANOTHER	115 DASHBOARD	155 TAPE
36 CONNECT	76 COMES	116 TERMINALS	156 STARTER
37 WHAT	77 IDLE	117 VAT	157 OUT
38 ALL	78 UP	118 CHARGED	158 PICK
39 READ	79 SEPARATE	119 CLOSE	159 EXTENDING
40 CAR	80 DID	120 SIGNALS	160 TOO

161 UNDERGROUND	183 NO	205 YOU'LL	227 AS
162 FOUND	184 INTERFERENCE	206 JETCAR	228 CODE
163 HARDWARE	185 LIGHTS	207 CATALYST	229 BE
164 PLACE	186 TIE	208 LIQUID	230 FROM
165 SOUNDS	187 TOWN	209 GAS	231 JAR
166 CABLE	188 ISN'T	210 BOMB	232 ON
167 USED	189 BEFORE	211 ONE	233 WASHED
168 SOURCE	190 CUT	212 FIND	234 MUST
169 ARE	191 POSTER	213 AN	235 THIS
170 TOOL	192 FOR	214 AFTER	236 ATTACHING
171 IN	193 LAST	215 WHEN	237 ONLY
172 STATION	194 YOU'VE	216 OF	238 AVAILABLE
173 LABORATORY	195 TANKS	217 NEED	239 MINERAL
174 THAT	196 NOT	218 REMOVED	240 ME
175 FREEWAY	197 ALREADY	219 PULL	241 SAMPLES
176 DIG	198 YOYODYNE	220 DO	242 IT
177 RECHARGE	199 THEN	221 PREVENT	243 BRING
178 THAN	200 BATTERY	222 GLOVE	244 INSIDE
179 RADIO	201 INDICATE	223 HYDROMETER	245 HAND
180 SOMETHING	202 SIMILAR	224 NICADS	
181 HOLE	203 WANT	225 SHED	
182 MORE	204 ITEMS	226 GENERATING	

*****ADVENTURE SPIDER-MAN™*****

*****HINTS AND SOLUTIONS*****

COPYRIGHT 1984 MARVEL COMICS GROUP, A DIVISION OF CADENCE INDUSTRIES CORPORATION
ALL RIGHTS RESERVED.

SANDMAN, SPIDER-MAN, MADAME WEB, LIZARD, HYDROMAN, MYSTERIO, ELECTRO, RINGMASTER, DR. OCK AND THE DISTINCTIVE LIKENESSES THEREOF ARE TRADEMARKS OF THE MARVEL COMICS GROUP AND ARE USED WITH PERMISSION.

**Read the questions until you get where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an
Adventure clue or solution!**

- | | |
|--|---|
| 1 - PROBLEM WITH MADAM WEB??
39 41 130 106 | 18 - Solution to above problem.
59 163 180 |
| 2 - More help for above problem.
44 73 198 196 | 19 - ELEVATOR A PROBLEM??
162 41 25 |
| 3 - Solution to above problem.
39 41 153 112 4 105 90 161 95 138
95 103 92 | 20 - More help for above problem.
162 4 191 176 136 33 95 37 211 |
| 4 - SANDMAN A PROBLEM??
103 198 196 | 21 - Solution to above problem.
113 31 |
| 5 - More help for above problem
212 119 189 112 51 93 | 22 - ELEVATOR STILL PROBLEM?
36 118 102 71 134 |
| 6 - Solution to above problem.
211 41 191 24 73 102 156 | 23 - More help for above problem.
95 37 211 |
| 7 - SANDMAN STILL A PROBLEM??
151 191 126 121 | 24 - Solution to above problem.
12 118 102 134 |
| 8 - More help for above problem.
5 16 | 25 - MYSTERIO A PROBLEM?
13 41 102 208 225 109 155 123 |
| 9 - Solution to above problem.
12 80 68 12 118 102 89 112 36 179
102 144 | 26 - More help for above problem.
209 37 55 102 7 101 133 47 78 |
| 10 - LIZARD A PROBLEM??
151 191 199 121 165 | 27 - Solution to above problem.
50 196 23 105 121 161 95 |
| 11 - More help for above problem.
198 196 | 28 - MYSTERIO STILL A PROBLEM??
67 156 37 95 53 93 36 136 112 81
112 227 88 162 |
| 12 - Solution to above problem.
162 41 130 111 215 | 29 - More help for above problem.
57 209 |
| 13 - HYDROMAN A PROBLEM??
179 102 62 | 30 - Solution to above problem.
36 27 |
| 14 - More help for above problem.
76 85 131 62 | 31 - MYSTERIO STILL A PROBLEM?
12 73 121 |
| 15 - Solution to above problem.
59 183 180 | 32 - More help for above problem.
26 115 1 114 |
| 16 - BIO GEM A PROBLEM??
151 191 76 63 162 | 33 - Solution to above problem.
22 |
| 17 - More help for above problem.
222 194 34 97 162 125 | 34 - FALLING BUT NOT LANDING??
78 164 |

- 35 - More help for above problem.
185 10
36 - Solution to above problem.
213 192 222 98
-
- 37 - STILL HAVE NOT FOUND A LARGE FAN??
95 37 191 190 95 227
- 38 - More help for above problem.
95 37 172 179 102 148 83 192 70
- 39 - Solution to above problem.
22 136 178 53 221 225 148
-
- 40 - CAN NOT GO ALL THE WAY UP THE
ELEVATOR?
217 150 135 30 95
- 41 - More help for above problem.
36 136 112 185 95 37 211
- 42 - Solution to the above problem.
56 136 112 68 12 136
-
- 43 - CAN NOT SPIN A WEB??
26 196 170
- 44 - More help for above problem.
156 77 28
- 45 - Solution to above problem.
140 129 112 48 37 53 3 156
-
- 46 - STILL CAN NOT SPIN A WEB??
215 41 179 102 28
- 47 - More help for above problem.
162 41 53 130 188 225 127 128 41
65
- 48 - Solution to above problem.
36 220
-
- 49 - STILL MISSING FORMULA?
76 220
- 50 - More help for above problem.
36 220
- 51 - Solution to above problem.
143 186
-
- 52 - FAN A PROBLEM??
43 162
- 53 - More help for above problem.
54 162
- 54 - Solution to above problem.
40 201 83 162 36 83 162
-
- 55 - MAZE A PROBLEM??
198 196
- 56 - More help for above problem.
135 37 166 46
- 57 - Solution to above problem.
12 141 136 69 81 179 162
-
- 58 - ELECTRO A PROBLEM??
157 22 52
- 59 - More help for above problem.
147 210 117 37 139 225 45
- 60 - Solution to above problem.
149 147 210, 117 174 84 226
-
- 61 - PRESSES A PROBLEM??
14
- 62 - More help for above problem.
146 218
- 63 - Solution to above problem.
12 73 102 49 129
-
- 64 - RINGMASTER A PROBLEM?
19 76 222 132
- 65 - More help for above problem.
44 73 14
- 66 - Solution to above problem.
58 87 168 102 89 68 56 102 18 112
169 162
-
- 67 - LIZARD A PROBLEM??
198 196 23 105 121
- 68 - More help for above problem.
95 23 26 102 111 175
- 69 - Solution to above problem.
179 140 129 26 120 223 131 120
108 112 182 68 40 162 53 74 68 57
121
-
- 70 - HYDROMAN A PROBLEM??
13 41 139 225 122 185 135 198 196
181
- 71 - More help for above problem.
28
- 72 - Solution to above problem.
200 137 60 162 41 77 219 8 0
-
- 73 - BIO GEM A PROBLEM??
36 202 131 42
- 74 - More help for above problem.
138 95 23 15 213 205 225 222 38
99
- 75 - Solution to above problem.
9 196 83 195 85 131 42
-
- 76 - SCORE STILL ZERO??
198 196
- 77 - More help for above problem.
105 104 17 198 196
- 78 - Solution to above problem.
96 152 17 198 196 112 68 21 104
-

79 - STILL MISSING SOME GEMS??
71 134 107 57 147 210 112 226

80 - More help for above problem.
167 201 179 102 71 134

81 - Solution to above problem.
57 159 179 71 134

82 - STILL MISSING SOME GEMS?
173 37 116 152 179 102 71 134

83 - More help for above problem.
146 102 218

84 - Solution to above problem.
217 102 11

85 - PRINTING PRESS A PROBLEM??
21 203 179 49 129

86 - More help for above problem
20 201 179 102 184 158 89 177 73
102 218 89

87 - Solution to above problem.
20 29 95 23 32 53 158 142 147 210
145 226 145 61 145 124 145 11 145
110 145 197 145 86 64

88 - FAN USED UP A HEAVY ITEM YOU
NEEDED LATER??

213 130 38 214

89 - More help for above problem.
204 162 136 130 160

90 - Solution to above problem.
9 196 83 207 68 57 207 206 72 91
73 35 9 196 79

91 - CAN NOT FIGURE OUT HOW TO GET
GEM FROM NEWSPAPER??
113 162

92 - More help for above problem.
224 75 171 154 127 112 94 193

93 - Solution to above problem.
21 2 83 49 6 53 224 75 100 216 154
127

94 - STILL MISSING GEMS?
36 144 164

95 - More help for above problem.
178 179 27 213 66 98

96 - Solution to above problem.
82 202 64 178 187 179 27

* DICTIONARY *

1 INTUITIVE

2 RESET

3 SAME

4 WILL

5 TREAD

6 KEYBOARD

7 WAY

8 DEGREES

9 SHOOT

10 SANDMAN

11 DESK

12 GO

13 HE

14 RINGMASTER

15 SEE

16 LIGHTLY

17 BY

18 KNOB

19 LIGHTS

20 PUT

21 TYPE

22 JUMP

23 CAN

24 RESTRICTED

25 BROKEN

26 MAKE

27 SKY

28 PENTHOUSE

29 EVERYTHING

30 STOPS

31 DOORS

32 FIND

33 BUT

34 PRESENCE

35 50

36 LOOK

37 ARE

38 SPIDER

39 SHE

40 THROW

41 IS

42 HALL

43 STOP

44 TALK

45 METAL

46 DIRECTIONS

47 AROUND

48 CHEMICALS

49 COMPUTER

50 MADAME

51 WHY

52 SELF

53 ON

54 BREAK

55 NEVER

56 PUSH

57 EXAMINE

58 CLOSE

59 WAIT

60 TILL

61 HYDROMAN

62 TANK

63 NEAR

64 ETC

65 HIDDEN

66 OTHER

67 WHICH

68 THEN

69 OR

70 TIMES

71 ELEVATOR

72 SPEED

73 TO

74 LIZARD

75 VERSION

76 GET

77 BELOW

78 MYSTERIO

79 BUTTON

80 CEILING

81 DOWN

82 FEEL

83 AT

84 HITTING

85 GEM

86 AQUARIUM

87 EYES

88 ABOUT

89 ROOM

90 ITEMS

91 DROPS

92 HER

93 STAT

94 SOLVE

95 YOU

96 LEAVE

97 SETS

98 SENSES

99 ASSETS

100 AFTER

101 THEY	133 SEEM	165 NOW	197 MESH
102 THE	134 SHAFT	166 COMPASS	198 MADAM
103 ASK	135 WHAT	167 DROP	199 BOTHER
104 SCORE	136 UP	168 ENTER	200 LOWER
105 SCAN	137 THERMOSTAT	169 TURN	201 SOMETHING
106 FRIEND	138 IF	170 FLUID	202 WEST
107 ALSO	139 MADE	171 READ	203 RUN
108 CARBONATE	140 CHEM	172 STILL	204 SNARL
109 HOLLYWOOD	141 ONLY	173 THERE	205 ONE
110 CLOCK	142 :	174 BEFORE	206 WHEN
111 CHEMICAL	143 REMOVE	175 NEEDED	207 FAN
112 AND	144 CRIB	176 SHOW	208 MASTER
113 OPEN	145 .	177 NEXT	209 THINGS
114 LEAP	146 START	178 WHILE	210 OCK
115 AN	147 DR	179 IN	211 SPIDER-MAN
116 4	148 BUILDING	180 LATER	212 WHO
117 ARMS	149 GRAB	181 SAID	213 USE
118 INTO	150 OUT	182 ACID	214 ASSET
119 SAYS	151 DO	183 UNTIL	215 FORMULA
120 CALCIUM	152 GEMS	184 WEIGHT	216 GETTING
121 HIM	153 PSYCHIC	185 REMEMBER	217 CHECK
122 WATER	154 NEWS	186 FRAME	218 PRESS
123 ILLUSIONS	155 STYLE	187 FLOATING	219 32
124 COUCH	156 FLOOR	188 PIECE	220 PAINTING
125 OFF	157 GROUND	189 OUCH	221 SIDE
126 WAKE	158 SCALE	190 WHERE	222 YOUR
127 PAPER	159 WALLS	191 NOT	223 CHLORIDE
128 THAT	160 BIT	192 ALL	224 SAGAPLUS
129 LAB	161 FOR	193 PUZZLE	225 OF
130 A	162 IT	194 IMMEDIATE	226 ELECTRO
131 FROM	163 UNTIL	195 BIO	227 THINK
132 ATTENTION	164 AGAIN	196 WEB	

***** QUESTPROBE # 3 HINT AND SOLUTIONS *****
(C) COPYRIGHT 1985 BY SCOTT ADAMS, INC.

Read the questions until you get where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an
Adventure clue or solution!

1 - Can't get past the Chief Examiner?
11 113 123

2 - More help for above problem.
21 162 79 135

3 - Solution to above problem.
115 95 135

4 - Can't find the other character?
56 103

5 - More help for above problem.
119 85 5 150 80

6 - Solution to above problem.
158 22 20 83 133

7 - Can't get to THING as TORCH?
21 162 141 6

8 - More help for above problem.
21 162 29 6

9 - Solution to above problem.
70 95 125

10 - Everything getting bogged down in tar?
157 91 32 102 162 48 60 92

11 - More help for above problem.
7 129 32 106 59 26

12 - Solution to above problem.
70 77 125

13 - Still can't get THING out of tar?
91 94 162 11 54 95 21 153

14 - More help for above problem.
85 45 167 125 74

15 - Solution to above problem.
170 160 157 125 157 32 27

16 - THING still in the tar?
3 31 55 85 45

17 - More help for above problem.
111 32 63 16

18 - Solution to above problem.
3 18 142 31 65 103

19 - THING still in the tar?
65 145 32

20 - More help for above problem.
111 32 63 16

- 21 - Solution to above problem.
3 116 32 111 162 16 44 65 137 8
-
- 22 - THING still in the tar?
21 85 125 68 18
- 23 - More help for above problem.
125 154 58
- 24 - Solution to above problem.
14 163 61 152 83 92 25 9 154 127 32 137
-
- 25 - As TORCH you can't far while flying?
78 165 31 42 83 113 17 95 39 68 146
- 26 - More help for above problem.
92 25 94 11 33
- 27 - Solution to above problem.
12 92 2 118 138 31 78 165
-
- 28 - As THING you are lost in the dark?
126
- 29 - More help for above problem.
119 95 155 62 28 24 68 91
- 30 - Solution to above problem.
157 91 155 48 51 31 62 68 76 71 153 95 125
126 183 118 156 58 74 44
-
- 31 - Can't get THING out of caves?
56 117 68 64 47 68 97 157 91 8
- 32 - More help for above problem.
98 68 168
- 33 - Solution to above problem.
161 118 138 87 68 168
-
- 34 - Still can't get THING out of caves?
157 125 46 35 2 82 47 72 157 91 46 64 2 168
- 35 - More help for above problem.
113 4 19 154 148 33
- 36 - Solution to above problem.
96 98 121 19 117 68 168 31 3
-
- 37 - Still can't get THING out of caves?
3 38 19
- 38 - More help for above problem.
161 19 136 15 11 99
- 39 - Solution to above problem.
161 19 165 188 157 69 157 32 43 167 32 111 125
-
- 40 - Still can't get THING out of caves?
157 91 128 95 135
- 41 - More help for above problem.
38 165 155
- 42 - Solution to above problem.
75 113 132 155
-
- 43 - Still can't get THING out of caves?
75 156 1
- 44 - More help for above problem.

- 157 91 75
- 45 - Solution to above problem.
75 116 147 164 44 70 137 87 101 130
-
- 46 - Still can't get THING out of caves?
46 113 134 83 112 47 60 172
- 47 - More help for above problem.
91 43 48 112
- 48 - Solution to above problem.
41 47 60 104 138 148 94 162 88 44 52
89 93 44 34
-
- 49 - Still can't get THING out of caves?
52 59 105
- 50 - More help for above problem.
87 166 83 109 65 103 31 8
- 51 - Solution to above problem.
48 82 87 166 83 109 44 130 61
-
- 52 - Still can't get THING out of caves?
161 60 114 44 30 165 0
- 53 - More help for above problem.
32 43 70 57 151
- 54 - Solution to above problem.
62 125 31 70 165 100 87 110 130
-
- 55 - Can't get into the castle?
32 102 23 24 66
- 56 - More help for above problem.
125 43 62 153
- 57 - Solution to above problem.
157 125 36 34 48 67 31 62 107
-
- 58 - Still can't get into castle?
161 101 130 87 73
- 59 - More help for above problem.
119 60 107
- 60 - Solution to above problem.
48 60 122 169 60 66
-
- 61 - Still can't get in the castle?
128 107
- 62 - More help for above problem.
47 122 154 113 49 32 43 120
- 63 - Solution to above problem.
47 122 48 113 131 162 86 111 124 165
-
- 64 - Still can't get in castle?
128 107 2 100 31 125
- 65 - More help for above problem.
37 154 81
- 66 - Solution to above problem.
112 107 87 73 44 161 110 130 87 73
-
- 67 - Can't rescue ALICIA ?
119 60 172
- 68 - More help for above problem.

119 60 148 144
 69 - Solution to above problem.
 143 91 161 113 112 171 137 60 109 0

 70 - Still can't rescue ALICIA?

37 154 81

71 - More help for above problem.?

40 78

72 - Solution to above problem.

143 91 161 112 137 109 44 143 125 120 47 95 62 13

* D I C T I O N A R Y *

1 flight	45 happens	89 other	133 view
2 with	46 find	90 or	134 wall
3 wait	47 in	91 TORCH	135 him
4 little	48 enter	92 tar	136 but
5 CHIEF	49 place	93 sense	137 down
6 there	50 strong	94 will	138 so
7 watch	51 shack	95 to	139 hulk
8 listen	52 use	96 push	140 very
9 that	53 THING	97 hills	141 walk
10 best	54 able	98 remove	142 moves
11 be	55 see	99 weak	143 have
12 burn	56 look	100 gunpowder	144 jets
13 ALICIA	57 out	101 super	145 about
14 smash	58 he	102 need	146 problem
15 don't	59 your	103 around	147 last
16 sinking	60 the	104 dark	148 gas
17 way	61 on	105 hands	149 HULK
18 10	62 get	106 word	150 EXAMINER
19 pebble	63 still	107 cannon	151 now
20 point	64 cave	108 shaft	152 bottom
21 do	65 feel	109 tunnel	153 it
22 change	66 circus	110 high	154 is
23 something	67 ten	111 are	155 first
24 from	68 does	112 fire	156 before
25 pit	69 hard	113 a	157 as
26 commands	70 fly	114 lever	158 type
27 sink	71 give	115 talk	159 when
28 things	72 ceiling	116 until	160 breath
29 run	73 BLOB	117 under	161 throw
30 rest	74 sinks	118 below	162 not
31 and	75 fall	119 remember	163 machinery
32 you	76 candle	120 go	164 moment
33 useful	77 over	121 drop	165 up
34 eyes	78 work	122 village	166 end
35 room	79 fight	123 friend	167 when
36 close	80 said	124 boarded	168 boulder
37 timing	81 important	125 THING	169 by
38 for	82 hole	126 explore	170 hold
39 block	83 of	127 sucking	171 ball
40 team	84 torch	128 load	172 caves
41 travel	85 what	129 how	
42 think	86 all	130 flame	
43 can	87 at	131 shop	
44 then	88 explode	132 ways	

The Official

SCOTT ADAMS' ADVENTURE **HINT BOOK**

HELP AT LAST!

Having a problem with a certain Adventure? Can't figure out how to get out of the bog, or where the pharaoh's heart is? These and many other clues are given in this specially formatted booklet, designed to help you as little as possible while still letting you solve the Adventure yourself. All without giving away any clues until you really want them! How can we do this, you ask? Here is a sample of the format contained within the book itself.

— SAMPLE OF AN ADVENTURE TIP SHEET —

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue.

1 - LOST IN THE MAZE?

11 9 3 1

2 - STUCK IN THE DARK ROOM?

11 2 6 8

3 - STILL STUCK IN THE ROOM?

4 6 5 7 6 10

• DICTIONARY •

1 MAP

4 EXAMINE

7 BENEATH

10 CHAIR

2 LIGHTING

5 AREA

8 TORCH

11 TRY

3 A

6 THE

9 MAKING